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ENEMY TERRITORY QUAKE WARS™

COVERS PC DVD-ROM

BASED ON A GAME RATED BY THE ESRB — TEEN T

id

splash damage

ACTIVISION®

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ENEMY TERRITORY QUAKE WARS

CONTENTS

INTRODUCTION.....2
ARMORY
GDF.....6
STROGG.....26
TACTICA.....240
RANKS & AWARDS....254

What is *Enemy Territory*? It is a team-based multiplayer shooter, with an emphasis on teamwork over individual action, and a focus on Objectives over straight combat.

This guide is intended to take you into the world of the *Enemy Territory* conflict, and the war between the invading forces of the Strogg and the beleaguered defenders of humanity, the Global Defense Force. It's rather unique in the world of online shooters, as its tight focus on teamplay and multiple Objectives separates it from other shooters that are either more pure and simple deathmatch, or tend to operate in only one game mode at a time.

A single *Enemy Territory* map might demand that you defend against an infantry assault in close quarters corridor fighting one moment, and against an onslaught of ground and air vehicles outside the next, all while you desperately try to hold off the offense for just long enough to win the day.

The offensive challenges are just as intense, as you must fight against a determined defense while you drive a mobile command center into the teeth of the enemy, frantically try to hack a critical shield generator, or deliver a key data disk to a transmitter, all while under enemy fire.

If you have played other team-based shooters online, you should have a leg up on your competition, and if you've played *Wolfenstein: Enemy Territory* in the past, the Objective-based gameplay should make you feel right at home. But whether you have or not, this guide endeavors to fill you in on every aspect of the game, from the classes and their gear, to the maps and their Objectives.

At its heart, *Enemy Territory* is all about the Objectives. Every mission in the game takes place on a unique map, with one side (either GDF or Strogg) playing offense, and the other playing defense, attempting to stop the offense for (usually) 20 minutes of real time.

For the offense, each Objective requires a different approach. There are five primary Objective types, some specific to certain classes, and others that can be accomplished by any class.

OBJECTIVE WARS

This small table simplifies every Objective of every mission in the game. If you remember nothing else the first time you hop into the game, all you need to know is what class to play to accomplish the current Objective!

CLASS OBJECTIVES

	CLASS REQUIRED	
OBJECTIVE TYPE	GDF	STROGG
DESTROY	SOLDIER	AGGRESSOR
HACK/FLYER DRONE	COVERT OPS	INFILTRATOR
CONSTRUCT	ENGINEER	CONSTRUCTOR
MCP	ANY	GDF ONLY
DELIVER	ANY	ANY

The various Objectives that make up each mission shape the unique feel of each map, and from each mission, a larger campaign emerges. There are four campaigns in the game, each a series of three linked maps, all of which tell one part of the story of the Strogg invasion of Earth.

During one mission, you may be fighting to remove an entrenched Strogg force before they can launch an assault on a major population center. On another, you might be playing as the Strogg troops sent in to stop the human's research on your technology, by blowing up their lab!

There is lots of variety in the game. The mission maps are large and considerably varied in their terrain and Objectives, all can be played as either offense or defense, there are five classes for each army (which, although similar, are not identical), numerous vehicle types unique to each side, and differing weapons and battlegear to use and experiment with.

If you have never played a team-based multiplayer shooter online (or a multiplayer shooter at all) it can feel a little overwhelming at first. Don't despair, everyone had to start out as a new player at some point, and the way *Enemy Territory* structures the missions, you can *always* contribute to your team's success, even if you aren't a veteran player.

Engineers and Constructors can build lethal defensive turrets and plant mines to stymie an offensive push. Field Ops and Oppressors can launch devastating artillery barrages from a distance. Medics and Technicians providing health for their team play a vital role, Soldiers and Aggressors have rocket launchers that can automatically lock on to any turret, artillery piece, or vehicle, and the Covert Ops or Infiltrator classes can place a wide-range radar to detect enemy troops, as well as disable enemy turrets, vehicles, and artillery with EMP or Scrambler grenades—or by hacking the turrets directly!

Every class has certain unique functions that are very easy to perform and are frequently very valuable for the team—getting out in a firefight is *not* necessarily the most important task at hand for any given Objective. As your skills improve, however (or if you are already a veteran online gamer), *Enemy Territory* has plenty of room for your skills to show and plenty of room for the development of new skills.

Learning to finesse the weapon accuracy system can make you much more lethal in a firefight, as can learning to use your secondary weapons and grenades efficiently. Becoming expert at vehicle usage can turn you into a terror on offense or defense, just as learning to fight against vehicles makes you a valuable asset to your team.

There are also other areas to tweak and customize your *Enemy Territory* experience. Built on *Quake* technology, id's config files remain open for you to tweak—initially. As a new player, you can get by just fine with a few key customizations. Later, you can tinker and tweak everything from your video settings to custom key bindings and macros to suit your play style and preferences.

Enemy Territory also supports basic competitive play out of the box, with a Stopwatch mode that allows two teams to fight for the best mission completion time on a single map. Finish one round on offense as quickly as possible, then try to stop the other team from beating your time on defense.

ENEMY TERRITORY ONLINE RESOURCES

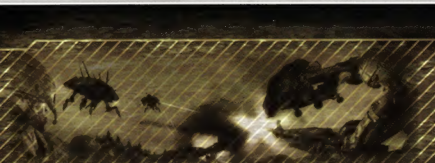
If you're interested in *Enemy Territory* news and community, your first stop should be the Official *Enemy Territory* Community site. The devs regularly visit the forums there, as do many community leaders of websites, ladders, leagues, and clans.

http://community.enemyterritory.com/

In addition, the community site links to all of the major *Enemy Territory* fan sites, and from there, you can find even more small sites, on specific aspects of the game, as well as clan sites, ladders, and leagues.

If you're just getting started, flip through the "Armory" chapter to get a quick feel for the two armies, then check out the Mission Briefing chapter for overviews of the four campaigns in the game. You don't need much to get started. Get your controls set up, and go find a server to join! You can come back and look up the details after you've spent some time online fragging—or being fragged.

The "Tactica" chapter contains a variety of strategic and tactical advice for you to mull over and incorporate (or not) into your play, and the "IntOps" chapter contains information on tasks and persistent online ranks and achievements.



INTRODUCTION

ARMIES OF *ENEMY TERRITORY*

The rapacious alien Strogg are a race of bio-mechanical marauders out to harvest the galaxy of organic life as fuel and fodder for their insatiable military force. They have located and targeted Earth as a new source of raw organic matter, which can be processed into Stroyent, the foul fuel of their war machine.

The human defenders, the Global Defense Force, were a para-military organization dedicated to global peacekeeping in the face of escalating worldwide conflict. Now they are Earth's only hope of beating back the invading Strogg.

During the time of the *Enemy Territory*, in 2065, the human military is only somewhat more advanced than the modern day military forces of Earth. But during the course of the war, the GDF just may be able to jump their technology level forward—an unintended side-effect of the invasion by the Strogg to be sure, and not one they will allow without a vicious fight.

The GDF is a rapid-reaction force, and their ability to deploy mobile command posts and airdrop vehicles and equipment makes them ideal for combating the orbital drops of the Strogg forces, who, with their orbiting fleet, have the ability to strike anywhere on Earth at any time.

Because the Strogg are intent on harvesting the planet, rather than destroying it, they have not razed all of the cities (a major source of Stroyent and humans for bio-integration to the Strogg forces), and the GDF still have a chance to fight back against the invading ground forces and, just maybe, discover a way to repel the orbiting fleet…

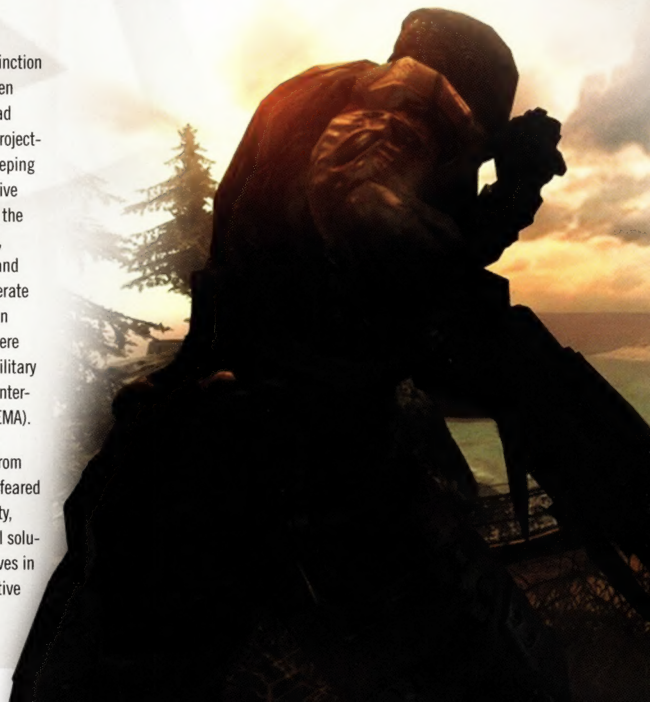
GDF

The Global Defense Force is a paramilitary rapid-reaction force. It was formed in the 2030s in reaction to the array of natural and terrorist disasters and conventional wars that blighted the first half of the 21st Century. Existing disaster relief agencies and national armies were swamped with what seemed like an endless succession of earthquakes, tsunamis, epidemics, bioterrorist attacks, and dirty radiological bombs. While there was clearly a pressing need for a global emergency response force with some military capability, the creation of such an entity initially met with a wide spectrum of political opposition. The GDF came into being grudgingly, for lack of any credible alternative. By the late 2020s even those most vocal in their opposition to the creation of a supra-national military force with no clear leadership had to admit that the earth's immediate needs outweighed the theoretical disadvantages. US Senate Majority Leader Biff Hernandez (R – Fl) famously remarked "one would not jump out of a fifth story window unless the stairs are on fire. But since the turn of the century, our stairs have always been on fire."

While the political wrangling was tortuous, the GDF's creation was fairly straightforward from an organizational and logistical point of view. The distinction between military and civilian operations had been blurred for some time. Even before the Earth's permanent state of emergency, several national armies had already been moving towards rapid-reaction multi-role armies, capable of projecting force around the world for peacekeeping and civil aid missions. Peacekeeping often entailed Peace-Creation which usually meant a war followed by intensive infrastructure reconstruction—armies needed civilian expertise. Meanwhile the various international aid organizations such as the Crimson Cross/Crescent, Charity Airlift, Medecins Sans Frontiers, UNICEF, World Health Organization and the Centre for Disease Control (CDC) were increasingly called upon to co-operate in response to simultaneous major Emergency Disaster Relief events, often in active war zones. These civilian organizations needed military protection. There was a pressing demand for an umbrella organization combining civil and military expertise, capable of responding to any kind of disaster or emergency—an international equivalent of the USA's Federal Emergency Management Agency (FEMA).

Initial suspicions about a global paramilitary force took time to allay, even from those who had not previously warned of a sinister New World Order and just feared the loss of accountability and sovereignty. Disagreements over legal authority, funding, command and control continued, but the pressing need for a global solution convinced even the most truculent, especially when they found themselves in need of disaster relief. In any case, the GDF was clearly a preferable alternative to the opportunistic private-sector armies of mercenaries and construction engineers who often descended on afflicted areas ahead of slower-moving national emergency bureaucracies, milking publicity and sometimes offering only token help before presenting a massive bill. The notorious Délivrance Internationale trial uncovered a murky web of bribery, corruption and sub-contractual embezzlement that did much to discredit the private-sector relief industry.

The Global Defense Force started off as an umbrella organization to which individual nations and aid agencies would contribute assets and manpower – a sort of joint-stock global fire service/police force. It soon came to be a service in its own right; a Foreign Legion of the United Nations. Increasingly, the brightest, the best, the toughest and smartest volunteered for tours of duty in the GDF after having served in it as part of their national armed forces. The constant state of emergency motivated an entire generation, most of whom had lost friends and family to disease or disaster. Engineers, pilots, scientists and soldiers signed up for duty with "the G" in the knowledge that their skills and experience would be put to use for the greatest number.



The GDF uses standardized equipment, from uniforms to heavy-lift aircraft, often adapted from military models. It specializes in the rapid positioning of self-sustaining assets, providing civil and military response to the full spectrum of emergencies from riot control to biohazard containment to bridge repair. Inevitably, the larger nations retained their own armed services, particularly heavier ground units, but came to depend on the GDF for rapid reaction expeditions, strategic transport and disaster/famine/epidemic relief.

One of the few rays of hope in the dark days following the first Strogg raid was "Thank God we've got the G". No organization was in a position to respond to Strogg raids with lightning deployments and deadly force. Local armed forces were often no more than militia, easily overwhelmed by the nightmarish Strogg or panicked into mistakes.

Now, with the Strogg descending at will to terrorize Earth's population, the GDF is the first and often the only line of defense. With over a decade of experience operating in all manner of conditions all around the world, the GDF is the obvious choice to lead the defense of Earth. It has a global command network already in place, considerable resources of expertise and equipment, and is used to fighting its way out of trouble.

The GDF's disaster relief duties are now a secondary function (there are few survivors of Strogg attacks) and the force is now being converted into a primarily military force tasked with repelling Strogg attacks. High-visibility markings are being replaced by camouflage paint schemes. Dual-use civil equipment is being militarized. The GDF's air-portable Field Factories are being re-calibrated to build and repair military vehicles rather than produce prefabricated shelters and water purifiers. GDF Magog transports are lifting Titan battle tanks, rather than fuel or water tankers. Trojan ambulances are being retrofitted with weapons turrets. Bumblebee hovercopters are being stripped of their search—and—rescue winches and fitted with door gun pylons. The GDF is now fully at war, against an enemy who knows no mercy or rest.

STROGG

The Strogg are a race of highly aggressive aliens, originally confined to the planet Stroggos but currently expanding throughout the galaxy, enslaving other races and converting them into horrifically modified, cybernetic slave-soldiers, or Stroyent protein food/fuel.

It is impossible to reason or negotiate with the Strogg. They need fresh bodies to replenish their armies, and fresh Stroyent to keep their wastefully uneconomical infrastructure running.

The Strogg have incorporated the technology of their victims. The Strogg are fitted with massive defensive/offensive exoskeletons. Their armies consist of their most recently-conquered, transformed into nightmarish cyborgs. Each new brain expands the Strogg's Nexus-distributed pool of knowledge and experience.

So far the Strogg raids seem less focussed on destroying centers of armed resistance (such as army bases) than Capture and Herd missions, swooping through a population center to concentrate entire populations of terrified civilians. If a raid succeeds in grabbing enough human meat on the hoof, a Slip-Gate will be opened and a Processor unit will be teleported into orbit from where it will land. The captured humans will be herded into the Processor and transformed into spare parts, Stroyent goo or new Strogg Soldiers.

The Processor craft are only risked when a suitable prize has been gathered and local armed resistance has been neutralized. This has encouraged the GDF to infer that the Processor units are vulnerable to ground and air attack if the Strogg units guarding it can be neutralized. Since it is impossible to make Strogg soldiers surrender, "neutralizing" any Strogg force means explosively disassembling it.

The Strogg have never learned to be efficient – they just expand, conquer, and assimilate new races and pillage new worlds. This is why they're impossible to reason or argue with. They may command highly advanced technology and millions of subjects. If they were smarter they'd learn to conserve and farm resources, but they're not, so they have to find new resources to snatch and destroy.

Because the Strogg encase themselves in protective gear, it's possible that they are physically very vulnerable. Some of their enslaved Stroggified races were very highly technologically advanced, and have been made to use their native technologies to create formidable wearable cybernetic vehicles and buildings for their Strogg masters. Even the Makron – strongest of the Stroggs, requires a heavy-duty walker frame to move about. GDF xenobiologists conjecture that the Strogg now resemble nothing more than human brains, with all their physical requirements and motions conducted via biomechanical peripherals. If they ever had limbs, they no longer need them as they spend all their time encased in some kind of metal monster.

The *Enemy Territory* Armory encompasses a vast array of weaponry, battlegear, vehicles, and battlefield equipment. This chapter covers every piece of equipment to use, shoot, or just gleefully destroy.

The GDF and Strogg have similar class and equipment layouts, but they are *not* identical. The vehicles are not the same, and certain key functions of specific classes operate in a distinctly different ways. Most weapons have equivalents on both sides of the battlefield, and deployables are similar as well, but vehicles, classes, and battlegear tend to have quite a few unique attributes specific to one army or the other. All such differences are noted.

Mastering the tools at your disposal is a gradual process. From your first few games where you may be bewildered at all of the options presented, you gradually acquire familiarity, and eventually expertise, with more and more of the equipment present in the game. The statistics here should not be used to harden your mind to the superiority or inferiority of any particular piece of gear; they are intended solely to give you an idea of the specific differences between the various pieces of equipment, and perhaps to answer some questions that may crop up as you play out numerous battles online.

WEAPON USAGE

The basics of using the various weapons available to both armies are all quite simple—point & shoot. The specifics are a bit more complicated. As a general rule, if two roughly equal players using similar ballistic weapons start firing at each other at the same time, there's about a 50/50 chance that one or the other will come out standing.

To increase the odds in your favor, you must understand the way the accuracy system influences your shots. For all ballistic weapons—that is, all pistols, machineguns, and their Strogg equivalents, *not explosive weapons, rockets, or vehicle weaponry*—there is a built-in inaccuracy system at work, and it is possible to control the *level* of inaccuracy through your actions.

While the specifics of the accuracy system are somewhat complicated, the heart is simple. Actions that seem like they would make you less accurate, *do* make you less accurate. Specifically, moving, holding down the trigger on automatic weapons (or firing repeatedly with semi-automatic weapons), or moving your view all cause a decrease in accuracy. Jumping also causes a sudden, sharp *decrease* in accuracy.

On the other hand, crouching, scoping, not moving, or going prone all *increase* accuracy. Notably, scoping removes half of the accuracy penalties, regardless of your movement. Scoping counts by using iron sights for weapons that don't actually have a physical scope as well.

Standing perfectly still, the first shot for a weapon is accurate, but even standing still, every shot past the first becomes increasingly inaccurate. Firing while moving is less accurate, firing while moving the mouse is less accurate, and, finally, firing while moving, moving the mouse, and jumping is the least accurate of all.

After you perform an action that increases inaccuracy, over time, the accuracy penalty gradually decreases. This decrease in accuracy penalties occurs constantly, so it is possible to "regain" accuracy, if you aren't firing, jumping, moving, or looking around.

Every weapon in the game has a different accuracy profile. Some are more accurate all the time, and some are much more sensitive to movement. In addition, ballistic weapons have kickback, which can cause your aim to rise. Since you must then push your view down to compensate, this increases inaccuracy while firing rapidly.

Short of perfect situations where you can lie prone and fire at distant targets while scoped, most of the time you are going to be engaging enemies at relatively close-ranges (within 40 meters or so), and while on the move.

It is also important to understand how damage works. There is no armor to speak of; instead, most hits only deal a comparatively small amount of base damage. However, there are several factors that affect this damage amount:

- What weapon was fired
- The actual target (what you hit)
- The range at which you hit the target
- Where you hit the target

Assuming you're fighting infantry, there are four damage regions on a human or Strogg target. Hitting a location perfectly results in a damage penalty or bonus. The head [1] results in 250% damage, the neck and shoulder [2] area provides a 150% bonus, the body [3] is 100%, and the legs [4] are 50%.

Whenever a shot strikes a target, it is checked against the nearest two damage regions. If you scored dead on, say, the very top of the head, it only counts as damage for that zone—250% in this case. However, if you land a shot midway between two points, it averages out the damage, so it is possible to inflict (roughly) 75% damage, or 200% damage, and so on, depending on precisely where the shot struck.

In the case of vehicles, there are two types (heavy and light), which take varying amounts of damage from weapons. Generally, heavy vehicles take *much* less damage from light weapons fire, and can only be effectively dealt with by using high-powered, explosive weaponry or other vehicle weapons.

In addition, ballistic weapons deal less damage at greater ranges (largely to prevent pistols and machineguns from being used as sniper rifles). The damage falloff varies between weapons, but you can assume that anywhere past close- to medium-range combat will suffer from a damage penalty, requiring more hits to kill.

DAMAGE FALLOFF

An important aspect to all non-explosive weapons in *Enemy Territory* is their damage falloff values at a distance. An Assault Rifle fired at a distant target does *not* inflict full damage. Conversely, a Sniper Rifle shot has an extremely low damage falloff value, so it can inflict lethal, full-damage shots even at great distances.

If you were wondering why it seems like it is harder to kill a target at a distance with an Assault Rifle or Lacerator, this is the reason: it is harder!

A very simple rule of thumb applies to damage falloff. All non-explosive weapons (besides the Sniper Rifle and the Railgun) lose 10% of their damage for every 10% of their maximum range. The Sniper Rifle and Railgun lose 50% of their damage at 50% of their maximum range.

For example, the Assault Rifle or Lacerator, with a 208 meter range, inflicts full damage up to 20.8 meters, then 90% damage from 20.9 to 41.6, and so on, until it is dealing almost no damage near maximum range. On the other hand, the Sniper Rifle or Railgun has double the effective range, 416 meters. It inflicts full damage out to 208 meters, then half damage from 209 to 416 meters.

Because players generally have 100 health (barring Soldiers or Aggressors, and the Medic health boost), you can quickly calculate how many full strength hits are needed to kill a player.

Explosives work a bit differently. Most are powerful enough to kill a player in one hit, but they deal less damage the farther from the center of the blast a target is, and generally do not deal regional (on the body) damage at all. *Note that this is much important for mines. They do deal regional damage, so planting them at head level can result in one hit kills nearly all the time.*

RAILGUN DAMAGE

While the Railgun is not an explosive weapon, it does have a distinct damage falloff, beyond that of simple range. It is possible to fire the Railgun before its coils have completely recharged. If you shoot the Railgun while it is only 10% recharged, it only deals 10% of its damage.

This can make the Railgun somewhat more friendly than the Sniper Rifle for finishing off a target. If you score a chest shot, you can quickly follow up with a partially charged shot to score the kill on the weakened target.

There are still methods available to compensate for the inaccuracy introduced for using weapons on the move: firing shots in bursts, mixing crouches with your movement, or even scoping or going prone while on the move.

There are good reasons for periodically crouching, or even going prone or jumping—notably, good players are going to draw a bead on your upper body in the hopes of scoring more damaging shots. Breaking up your movement can ruin their tracking of your upper body, all while your crosshair stays trained on your opponent.

Because jumping causes a sudden and sharp increase in inaccuracy, it is usually a poor technique to use at mid-range combat, but it can be highly effective if you are simply seeking to avoid damage, or while using the shotgun at close-range, where inaccuracy isn't a consideration. It also exposes your legs to damage, which usually results in taking less damage from a burst aimed at your chest.

Crouching does have the significant disadvantage of presenting your head and upper body as targets, but if you only crouch for a split second and continue moving, it can be enough to cause high shots to miss, without exposing you to highly damaging hits for too long. Going prone is even worse in terms of exposing your head, but it sharply reduces your target profile at any significant range, and makes it difficult to hit you at all on rough terrain or behind cover.

SCOPING IS KEY

Activating the scope view for any weapon cuts your maximum inaccuracy penalties in half. This applies regardless of what else you are doing; moving, shooting, jumping, looking around. Get in the habit of using your scope frequently. You don't need to be crouched or prone to take advantage of such a significant accuracy bonus—or is that a reverse penalty? In any case, use it!

There is always an element of chance involved in combat with the ballistic weapons. If you and a target surprise each other at moderate range and both fire shots at roughly neck height, the randomization inherent in the shot clusters could result in one of you scoring multiple headshots, and the other scoring multiple chest shots (or missing completely). This is going to happen no matter how skilled you become, but by understanding the factors that influence the accuracy of your weapons, you can exercise a greater level of control than an unskilled player, or simply one who is not aware of the accuracy system at all.

WEAPON TEMPLATE

Most of the weapon tables are straightforward, but we're including a sample just to clear up some entries that might not be immediately obvious.

ASSAULT RIFLE SAMPLE

This is simply how fast a weapon can fire at full speed, as a delay in seconds between shots.

Most ballistic weapons are poor against vehicles or deployables; explosives tend to be far more effective.

These three values show the maximum inaccuracy you can be penalized with while not moving at all/crouched behind cover, peeking out a window, and other common situations. If you are prone and only moving the mouse to aim, you would only suffer from 4 degrees of inaccuracy at most while firing.

Recoil is how much your view jerks up each time you fire. This is happening the same time as your crosshair is being moved up. Unsurprisingly, this makes firing at full auto for any length of time rather inaccurate.

Settle time is how long it takes for the weapon to return to perfect accuracy. If you stop shooting the Assault Rifle for about a half a second, you can be assured that your next shot will be accurate if you are motionless.

This is how long the vertical jerk of your view lasts.

Kickback is how much the weapon actually jerks your crosshair up in degrees, each time you fire a shot.

Body damage is the base damage of the weapon. The other values are included for your convenience. Remember that all ballistic weapons deal less damage at greater distances.

These three values indicate the maximum amount that a shot fired from this weapon will deviate from the point your crosshair is aiming at. In this case, while standing, moving, and firing, your shot could be up to 12 degrees off course, making it extremely inaccurate at a distance.

Any special weapon notes are listed in this field, generally unlocks, but they can be other special features of the weapon.

Rate of Fire (Seconds)	0.12		
RANGE (METERS)	208		
DAMAGE DEALT TO OBJECTS			
Light Vehicle	Heavy Vehicle	Deployable	
15	8	15	
MAXIMUM INACCURACY: MOVING (DEGREES)			
Standing	Crouching	Prone	
12	9	6	
MAXIMUM INACCURACY: MOUSE MOVEMENT ONLY (DEGREES)			
Standing	Crouching	Prone	
8	6	4	
WEAPON SETTLE TIME (SECONDS)			
Standing	Crouching	Prone	
0.6	0.55	0.5	
KICKBACK (DEGREES)			
Standing		Prone	
0.6		0.5	
RECOIL (DEGREES) 0.5		RECOIL TIME (SEC) 0.12	

DAMAGE DEALT TO PLAYER: 37, 22, 15, 7

SHOTS PER CLIP	
40	
MAX AMMO (CLIPS)	
Soldier	4
All Others	3
SPECIAL	
Extra clip at Lvl 1	
Extended clip at Lvl 3	

JUMPING ACCURACY PENALTY

Jumping penalties are not included in the max inaccuracy values here. Jumping provides a sharp, instant increase in inaccuracy, tacked onto any existing inaccuracy penalties you have already accrued from moving, shooting, or looking around. Jumping is helpful for evading fire while moving from cover to cover, and helpful in close-range combat where spread patterns are less of a consideration, but be aware that jumping while in a mid-range firefight will hurt your accuracy substantially. Usually the increase is on the order of 4-8 degrees of instant inaccuracy tacked onto your current total!

GLOBAL DEFENSE FORCE (GDF)

GDF CLASSES

SOLDIER

PRIMARY WEAPON SELECTION

- **ASSAULT RIFLE** — 3 clips of ammo (40 shots per clip)
- **ROCKET LAUNCHER** — 10 rockets
- **GPMG** — 2 belts ammo (100 shots per belt)
- **SHOTGUN** — 30 shells (10 in magazine)

1 Faster Rocket Launcher Lock-On
2 Extra Heavy Weapon ammunition
3 Arm H.E. Charge faster
4 Faster movement with Heavy Weapon equipped

SECONDARY WEAPONS

- **MACHINE PISTOL** — 5 clips of ammo (20 shots per clip)
- **COMBAT KNIFE**

GRENADE LOADOUT

- **2 FRAGMENTATION GRENADES**

BATTLE GEAR

- Arming Tool
- High Explosive (H.E.) Charges
- Binoculars

The soldier is a vital component in any well-oiled offensive machine, as his heavy duty weaponry and anti-vehicle capabilities, as well as powerful explosive charges, are necessary for the offensive punch needed to penetrate heavily defended locations.

The Soldier possesses more health (120 base) and wider access to weaponry than any other profession. They also carry more ammo, and have access to powerful explosive charges, vital for taking out certain strategic Objectives, or laying down a powerful explosion on a stationary target in a pinch.

In any situation where close quarters combat is required, several soldiers armed with appropriate weaponry can serve as the spearhead on an offensive push, or cement a defensive stand. They are also vital for anti-vehicle and deployable combat, as they are the only GDF class capable of utilizing the devastating Rocket Launcher.

The Soldier is a powerful combat class, but it lacks the support abilities of the Engineer, Field Ops, or Medic, and does not have the technical expertise of the Cover Ops profession, necessary for hacking certain mission Objectives, and infiltrating heavily defended Strogg positions. You cannot win a battle with Soldiers alone.

MEDIC

PRIMARY WEAPON SELECTION

- **ASSAULT RIFLE** — 2 clips of ammo (40 shots per clip)
- **SHOTGUN** — Shotgun, 20 shells (10 in magazine)

1 Unlock larger MedPacks
2 Faster Supply Crate-drop recharge
3 Ability: Defibrillate self (Health Boost)
4 Full Health revive with Defibrillators

SECONDARY WEAPONS

- **PISTOL** — 3 clips of ammo (10 shots per clip)
- **COMBAT KNIFE**

GRENADE LOADOUT

- **1 FRAGMENTATION GRENADE**

BATTLE GEAR

- Defibrillators
- MedPacks
- Smoke Marker Grenades
- Binoculars

The Medic is an extremely important member of any offensive or defensive team. A well played Medic is a powerful asset, as they can continually resuscitate fallen team members, and left unchecked, guarantee that a push into enemy territory cannot fail. Conversely, on defense, one or two Medics who are not dealt with by the offense can wreak havoc on even the best teams, as defenders are continually brought back up to fight again and again.

The Medic is no slouch in combat either, as they are both armed with decent medium grade firepower for close- to mid-range combat, and can dispense all important medpacks to friendly forces. The GDF Medic can use their Defibrillators to destroy Strogg Spawn Hosts from the battlefield as well, potentially pushing the Strogg forces back!

Simply having a Medic on the team boosts the base health level of every GDF team member, a powerful bonus when multiple Medics are present. Up to four Medics contribute a 5-point bonus to the health totals of every GDF team member. A full roster of Medics results in 140 health Soldiers!

Medics are a vital component in any serious assault or defense mission that centers around infantry, especially indoor combat missions. They are also one of the classes that can provide tremendous team support without ever firing a shot in combat.

The Engineer is a powerful defensive class, capable of erecting anti-vehicle, infantry, or artillery turrets. With these turrets in place, carefully positioned and defended, any offense can be stunted almost indefinitely.

The Engineer is also capable of constructing certain battlefield Objectives that no other class can tackle, making them essential members for certain strategic Objectives.

The Engineer possesses the ability to repair friendly machinery and vehicles. A heavy armor push backed up by competent Engineers is a nightmare for defenders, and when the situation is reversed, well protected turrets and artillery pieces that are continually repaired by Engineers can shut down any type of offensive push.

An Engineer's mines are limited, but with multiple Engineers present on a team during a defensive Objective, a minefield can be created, foiling the efforts of a Strogg offense from even reaching the Objective. However, there's a little trick with an Engineer's mines that the developers have dubbed a "rolling three" limitation. It's true that the Engineer is limited to three mines, but the newest one planted replaces the oldest one placed automatically. Engineers are a powerful support class, and much like the Medic, just as useful out of combat as they are in a firefight.

The Field Ops is an awesome offensive support class, as they have control of the really big guns: field artillery pieces capable of laying down devastating fields of fire, destroying enemy vehicles, infantry, and structures with impunity. They can also call down lethal air strikes, wiping out all resistance in an area.

However, this power comes at a cost. The Field Ops player must both carefully position and monitor the status of a single artillery piece, they also lack the battlefield utility of the Medic or Engineer professions, and do not have the weaponry to mount serious offensive or defensive stands.

Field Ops characters can, however, distribute ammunition. While frequently during a push, team members may fall so fast as to render restocking ammunition moot. A well coordinated team with at least one Medic, on offense or defense, can easily run their ammo supplies dry, and having a Field Ops present allows for a powerful combined mobile infantry force that can stay in the field indefinitely, without needing to abort a push due to lack of munitions.

Field Ops are vital for cracking heavily defended outdoor positions, and are the ready answer to a sea of turrets around an Objective.

The Covert Ops class is a powerful tactical weapon in the right hands, but severely limited in other respects. The defining characteristic of the Covert Ops is their access to ultra long-range weaponry in the form of the Sniper Rifle. Acting as snipers, the Covert Ops player can strike with deadly force from well out of normal visual range, and if carefully concealed, may remain a powerful, hidden weapon for long periods of time.

The psychological impact of a skilled sniper cannot be overstated, as the frustration of being picked off while remaining unable to retaliate can cause more damage than the actual number of kills inflicted on the enemy team.

However, acting as a sniper, while powerful defensively and in support roles (and occasionally offensively) is not vital during all mission types or during certain phases of the battle on specific missions. It is extremely important that snipers are deployed when they can inflict the most damage, either covering an offensive push where the terrain heavily favors snipers as a weapon, or defending certain positions that can waste a significant amount of time for the offense to remove the sniper.

Snipers can clear ground, but they can't hold it well. It is extremely important that there are enough team members of other professions to actually claim or hold strategic Objectives that a sniper is covering.

Fortunately, sniping is not the only skill that the Covert Ops class brings to the table. They are also capable of hacking into high tech equipment, which is a mandatory skill for certain strategic Objectives. The Covert Ops also have access to EMP grenades that can shut down deployables and vehicles. Deployables are completely disabled for 30 seconds, while vehicles lose their mobility for 30 seconds and regain their weapons after 5. However, Hacking deployables disables them for a full minute.. Covert Ops can also deploy a remote camera that can also be detonated. As this camera looks relatively innocuous, planted in an intelligent location, it can serve as both battlefield intelligence, and lethal weapon simultaneously.

A Covert Ops's Smoke Grenades can screen a GDF from Strogg eyes; it's helpful in situations where the only viable approach routes to an Objective are exposed with little cover. Covert Ops also inflict lethal damage with their Combat Knives, for ultra quiet stealth kills. Approach a target from the rear and when a Use icon appears, press the Attack or Use buttons to score an instant kill. Backstabbing immobile targets is the easiest means of achieving an instant kill. Constructors busily repairing equipment are prime targets, as are Strogg classes in the process of interacting with an Objective.

The final, deadly trick in the Covert Ops arsenal is their ability to obtain disguises from enemy dead. A disguised Covert Ops can walk among the enemies undetected (unless they start killing Strogg and are discovered). The disguise is so good that it allows the a Covert Ops player to avoid detection of Strogg turrets and mines. There is a drawback to the disguise in that you can't use weapons other than the Combat Knife, although it looks to others as if you're equipped with a weapon (it's a dummy). Firing a weapon removes your disguise immediately.

GDF WEAPONS

The Global Defense Force has at its disposal the finest weaponry that the sum of Earth's industry can provide. They are armed with high-quality assault rifles, side-arms, explosives, and battlegear, all with a singular focus on eliminating the Strogg threat to the human race.

COMBAT KNIFE

The Combat Knife is available to all five GDF classes. Note also that the GDF Covert Ops can use the Knife for a special backstab attack that scores a one-hit kill. It's not a powerful weapon and with the notable exception of the Covert Ops backstab ability (which can be used while disguised), is very much a weapon of last resort.

The only significant advantage it has in any situation over another weapon is the ability to make a silent kill. In the rare situation that you have managed to sneak up on a weak player to melee range, use your knife for a (somewhat humiliating) quiet kill.

SPEEDY MOVEMENT

Lighter weapons actually increase your movement speed while equipped (or heavier weapons reduce it, depending on your perspective). In either case, wielding a Knife (or Spikes, for the bio-mechanical monsters in the audience) is the fastest way to travel around the battlefield.

It is also a rather poor weapon to have equipped should you stumble on an opponent. Use the melee weapon speed boost when you're traveling a safe area, free of likely enemy contact. The speed difference is small, but seconds matter in *Enemy Territory*, and sometimes arriving at an Objective just a few seconds early can make all the difference.

PISTOL

The basic Pistol is available to all GDF classes except the Soldier, who gets the Machine Pistol. (Covert Ops equips a silenced version of the Pistol, as you'll see below.) All Pistol-carrying classes spawn into the map with 3 ammo clips (one loaded, two extra) for their Pistols; you can pick up additional clips from Ammo Packs (max ammo of 4) or from Supply Crates dropped by Medics.

Promotion to Level 1 gives you the Light Weapons upgrade of "Gain Extra Clip," which increases your max ammo. Promotion to Level 4 unlocks the Light Weapons upgrade of "Akimbo Pistols." With this upgrade you wield two regular Pistols, one in each hand, when you select the Pistol as your active weapon.

The Pistol is a weak backup weapon, only useful for either finishing off a weakened foe at close-range, or switching to it after emptying a full clip without scoring a kill (it can take less time to switch to the Pistol and fire than to reload some weapons). You move more quickly with a Pistol out than a heavier weapon, and it can be worthwhile to switch to the Pistol simply for the "speed boost" it offers while moving through safe terrain on foot.

SILENCED PISTOL (COVERT OPS ONLY)

Note that only Covert Ops units are equipped with a Silenced Pistol. You spawn into a map with 3 ammo clips (one loaded, two extra) for your Silenced Pistol, but can pick up additional clips (maximum of 4) from Ammo Packs or Supply Crates dropped in.

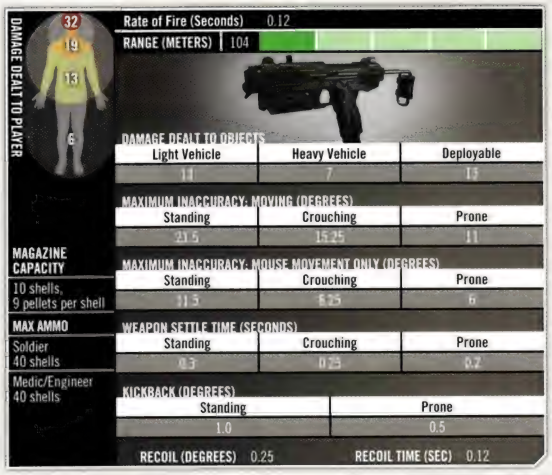
Functionally identical to the regular Pistol, the only benefit the Silenced Pistol has is the (relative) lack of noise. Useful in some close quarters interior situations to make a quiet kill to steal a uniform, but these are rare situations at best, so as with the normal Pistol, it remains a weapon of last resort.

MACHINE PISTOL

Per bullet, the Machine Pistol hits with slightly less punch than the regular Pistol, but its rapid fire rate, doubled capacity per clip, and greater max ammo make it a far more formidable weapon. Note that only the GDF Soldier comes equipped with a Machine Pistol in his secondary weapon slot. You start with 5 clips of ammo (one loaded, 4 extra).

The Machine Pistol is a weak weapon in comparison to the Assault Rifle due to its smaller clip size and far worse accuracy, but it is a vastly superior sidearm compared to the Pistol available to the other GDF classes. The Machine Pistol is also surprisingly accurate when you are not moving, though its rough iron-sights prevent it from being an especially effective long-range gun.

With reasonable damage and rapid fire, the Machine Pistol makes a good finisher should you need to switch weapons to avoid a reload, and it may be necessary to use while on the move if your primary weapon is a Rocket Launcher or GPMG. Covert Ops can acquire a Silenced version of the Machine Pistol after gaining a single class promotion.



SHOTGUN

The Shotgun hits hard at short range, firing a shell that sprays nine pellets in a tight spread. Each pellet inflicts its own damage, so if all nine strike the target, it suffers terribly. Each hit has a knockback effect, so you can blast foes off of ledges or other narrow perches.

Soldiers, Medics, and Engineers can select the Shotgun as their primary weapon. Soldiers start with 30 rounds of shotgun ammo, Engineers with 20 rounds, and Medics with just 10 rounds. Each class can pick up an additional rounds from Ammo Packs or Supply Crates.

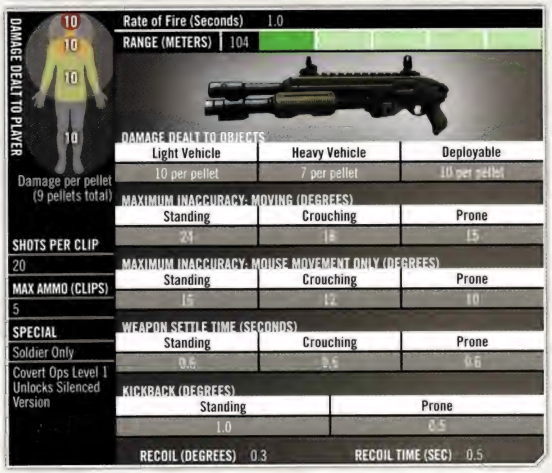
Note that all Shotgun pellets inflict the same damage regardless of where they strike an opponent. You don't get bonus damage for a headshot or reduced damage for a leg hit. The Shotgun is an ideal weapon for close-quarters combat, on average inflicting far more damage in a single shot than any equivalent rapid fire weapon.

During Objectives with a large amount of close-range, urban, or interior fighting, the Shotgun is a solid weapon choice, but you need to be aware of its shortcomings as a primary weapon choice, before making it an automatic selection.

No matter how many pellets you land a hit with, the Shotgun cannot score a one shot kill on a fully healthy Strogg target. It is entirely possible to score a brutally damaging first shot, and then die to a spray of Lacerator headshots before you can reload and finish the job. This can be frustrating, and if your aim is off at all, the damage dealt even at close-range can be closer to 0 than to 100, dangerous when a player with average aim using rapid fire weapons can deal constant damage to you.

In addition, the Shotgun is a extremely poor weapon at range. While it can use iron-sights, the Shotgun is simply not suited to hitting distant targets, and it is almost useless against targets at long-range who are crouched or prone, scoped, and firing at you beyond the effective range of the Shotgun's spread.

However, in the situations that favor the Shotgun, it can be highly effective, dealing solid damage every shot, frequently more in one hit than any other primary weapon short of the Rocket Launcher. It is also highly effective when paired with another player using any rapid-fire weapon. A single Shotgun blast in combination with a few shots from any other weapon can down any Strogg player.

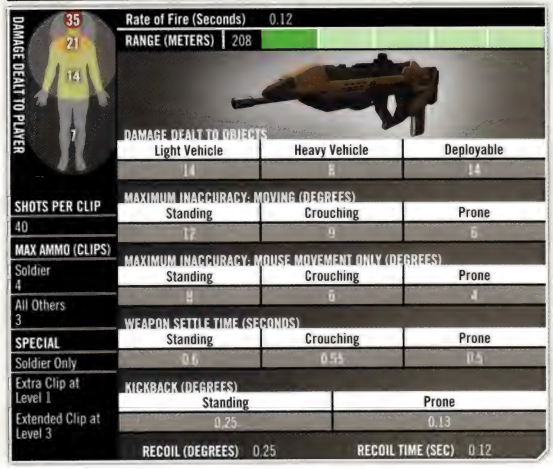


ASSAULT RIFLE

The standard Assault Rifle is a primary weapon choice for all GDF unit classes, although the Covert Ops class uses a scoped variety (see below). The Soldier starts with 3 ammo clips for his Assault Rifle, while all other classes start with 2 clips. Note that you gain extra and extended clips later as you earn promotions.

The Assault Rifle is the bread and butter tool of all GDF classes, and learning to use it skillfully is vital if you are to become an effective infantry combatant. With practice, the Assault Rifle is an effective weapon at any range from short to long. It is not ideal at extremely close-range, and not effective at long-range, but at any moderate range (where the majority of *Enemy Territory* combat occurs), it is a highly effective weapon.

The Assault Rifle does have a high quality scope, and it can be used to greatly increase accuracy against distant targets. Behind cover, while crouching and scoped, you can inflict serious damage on Strogg infantry.



ASSAULT RIFLE (GRENADE LAUNCHER UPGRADE)

The Grenade Launcher is only available as a Level 1 upgrade for the GDF Engineer class.

The Grenade Launcher provides another alternate fire function for the Assault Rifle, rather than a scope, you get the grenade launcher function. The grenades thrown by the launcher do not have a contact trigger, so they must be bounced into the vicinity of your desired target. This is easy (and fairly effective) against deployables or stationary vehicles. It is far less effective against infantry or vehicles that are on the move.

The Grenade Launcher upgrade is best utilized in a case where you know that you need to take out Strogg deployables, but your normal hand grenade supply simply won't be enough. Otherwise, you should stick to a normal Assault Rifle, as the loss of a scope and rate of fire difference make it an inferior choice for normal combat operations.

GRENADE LAUNCHER STATS

Rate of Fire (Seconds)	3
RANGE (METERS)	40
Variable (Roll Distance Depends on Terrain)	Usually under 40 meters
SHOTS	1 Grenade
GRENADE FUSE	7 Seconds
SPLASH DAMAGE RADIUS	8.1 Meters
SPECIAL	Available Only to Engineer as Level 1 Upgrade

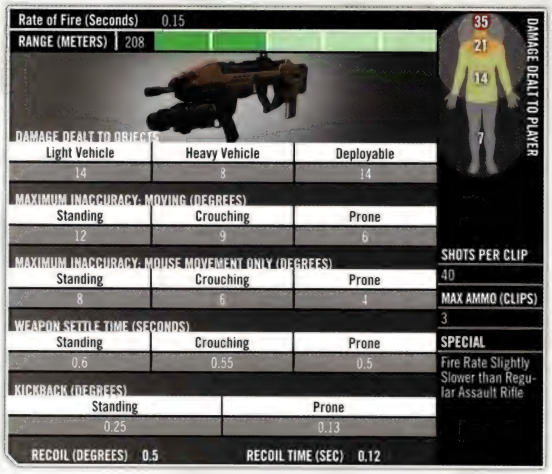
SPLASH DAMAGE DEALT

Player	Light Vehicle	Heavy Vehicle	Deployable
150	800	800	800

KICKBACK (DEGREES)

Standing	Prone
0.5	0.35

RECOIL (DEGREES) 0.25 RECOIL TIME (SEC) 0.15



ASSAULT RIFLE (SCOPED)

When using the scope mode, the gun fires no more than three shots in a burst when you hold down the trigger. The Scoped Assault Rifle is only available to the GDF Covert Ops class as a starting weapon. However, the Field Ops class can acquire the weapon as a Level 1 class upgrade.

The Scoped Assault Rifle is a more accurate upgrade to the basic Assault Rifle. It has a better accuracy profile all around, and scoped, its three-round burst mode allows you to control your inaccuracy penalties, and (hopefully) take down targets at greater distances more easily than the basic Assault Rifle.

Be aware that holding the fire button in scoped mode fires a single three-round burst, but you can tap out shots semi-automatic if you wish. In most medium to medium-long range fights, it is superior to the normal Assault Rifle, though it is ever so slightly worse up close when simple rate of fire is needed.

Because the Scoped Assault Rifle has a longer maximum range, it suffers less from damage falloff, and can inflict slightly greater damage than the basic Assault Rifle to more distant targets.

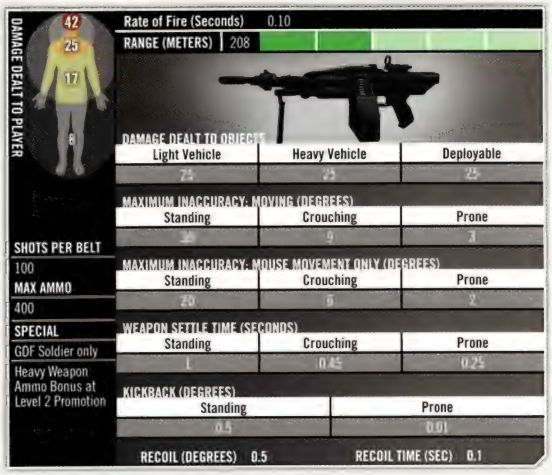
SNIPER RIFLE

The Sniper Rifle is only available to the GDF Covert Ops class. Note that a single head shot with a Sniper Rifle is lethal to any class.

The Sniper Rifle is a difficult weapon to use well, but it can be highly effective against an entrenched infantry defense. Because it is one of the few infantry weapons effective at long range, it is best used on maps that provide ample cover, or elevated terrain that overlooks a key Objective. Snipers placed in such locations can be difficult to spot, and difficult to remove once spotted.

Curiously, at great ranges, superb accuracy is not actually required to be an effective sniper. You typically have plenty of time to take multiple targets, and defenders are rarely aware of the danger you present. Picking off Constructors fixing deployables, Oppressors spotting artillery, or any Strogg troops moving in straight lines is easier because they think they are out of a conflict zone.

Using the Sniper Rifle at mid-range in a combat situation is much more difficult, as is taking down Icarus targets, but with practice, it can be done as well. Unsurprisingly, the Sniper Rifle is a poor weapon in close combat, with enormous accuracy penalties and a slow rate of fire.



GPMG

The GPMG is only available to the Soldier class, although a mounted version of this gun (with unlimited ammo) is available on several GDF vehicles. (See the Armadillo, Trojan, MCP, and Platypus in the "GDF Vehicles" section).

The GPMG is a powerful anti-infantry machinegun, capable of taking out whole groups of players. However, it must be fired while crouched or prone to have any hope of hitting targets at a distance, and while doing so, the operator is vulnerable to being flanked or killed by alert and mobile infantry.

Provided you can get into a chokepoint, or have other friendly infantry to cover you, the GPMG can be a powerful tool in the defense of an Objective. It is generally less desirable on offense, as it slows down the user while held, and is a poor weapon during any Objective requiring constant movement.

The GPMG is one of the most inaccurate weapons while standing and moving, and one of the most accurate while prone. Use it while scoped and prone at a distance, rather than on the move at close or mid-range.

ROCKET LAUNCHER

The Rocket Launcher is available only to the GDF Soldier class. It is a powerful heavy weapon, critical for taking down Strogg vehicles and deployables and surprisingly effective against infantry when used from elevated cover. In dumbfire mode, just aim and fire, but take into account the downward arc of the rocket as it travels through the air.

When you target an enemy vehicle or deployable in smart mode—while scoped—the Rocket Launcher's electronic sight begins to automatically lock to that target. If you keep the targeting box over the target, the box turns from green to red after a few seconds and beeps, indicating lock-on. (This lock-on time is halved when the Soldier earns a Level 1 promotion.)

The moment this happens, you can fire and forget; the rocket automatically tracks to the target. Remember, however, that enemy vehicles can deploy anti-tracking countermeasures by releasing decoys.

It is always better to dumbfire a rocket if you're reasonably sure you can land the hit; decoys have no effect on rockets that don't have a lock. While it may be necessary to hit a Tormentor, you can frequently fire multiple rockets at a ground vehicle more quickly, and just as accurately as locking on, and if you avoid locks, you avoid the possibility of missing due to flares.

The Rocket Launcher is a curious weapon, in that it is almost always instantly fatal to infantry on even a near hit, and unlike any of the ballistic weapons, it is much easier to score a lethal killshot. Of course, actually setting up that killshot is rather more difficult, as the rocket fired has a curving arc and a flight time, which makes it avoidable at range. Too close, and its just as lethal to you or your teammates. It shines at mid-range, or in a situation where the terrain greatly favors it, with several caveats. It has a slow fire time, a very sluggish reload time, and reduces your speed while equipped.

The Rocket Launcher is the weapon of choice for breaking through heavy enemy vehicle defenses, and rocket equipped Soldiers can be absolutely vital for dealing with certain situations if the Strogg forces are abusing their vehicles. It is also worth mentioning that even a single Soldier armed with a Rocket Launcher can tip the air to air battle of Anansi against Tormentor, and doing so can guarantee air superiority for the GDF forces—a wonderful thing to have.

With limited ammunition and a host of negatives associated with its use, the Rocket Launcher is a weapon with a narrow range of utility, but it excels within that range; vital against vehicles, and highly useful against tightly packed infantry in terrain (or corridors!) that favors its blast damage.

FRAG GRENADES

All GDF classes carry Frag Grenades into battle. Soldiers, Engineers, Covert Ops, and Field Ops all start with two grenades; the Medic begins with only one.

Grenades are a supplementary weapon for all GDF ground forces that are perfect for flushing enemies out of cover, or blowing them up. They offer options for group damage in tight interior battles, moderate damage to deployables or light vehicles, or light damage to heavy vehicles. Two carefully placed grenades can disable most basic deployables; this is important for temporarily disabling any type of turret.

The other primary use for grenades is destroying mines. They'll detonate any mines in the blast radius, and since almost any Objective is going to be mined, it is important that you keep at least one grenade handy if you are playing the class that must interact with the Objective.

Grenades are of middling utility against vehicles, generally only useful if there are other GDF infantry around also tossing grenades and firing with light weapons. Otherwise, they should usually be saved for use against Strogg infantry, deployables, or mines.

Because you can hold a grenade after arming it, it is possible to throw a grenade at close to medium range in such a way that it is almost impossible to dodge. Practice this technique, and you can greatly increase your lethality with grenades against mobile targets, whether it's against infantry or vehicles. Grenade damage, like all explosives, decreases in a linear manner from the center of the blast. That is, full damage right on the grenade, half damage at half range, and so on.

GRENADE SUPPLIES

Acquiring level 2 in Light Weapons provides an extra Grenade, of any type—Fragmentation or EMP—when you respawn. Beyond that upgrade, the only way to replenish grenades on the field is to use the Medic's Supply Crate!

The Frag Grenade's Alt-Fire instantly drops the grenade at your feet, without any momentum or distance. It's great for taking out pursuers or catching rushing enemies by surprise. Compared to the Strogg grenade's Alt-Fire though, it may seem a weaker option, since their grenades become sticky.

SMOKE GRENADES

Smoke Grenades inflict no damage. Instead, they create a thick smoke screen that hides your activities or those of your squad mates. The smoke spreads along a line perpendicular to the direction of your throw. The smokescreen stays thick for about 25 seconds, then dissipates for 5 more seconds until it disappears. Only Covert Ops carry Smoke Grenades.

Smoke Grenades are a quirky extra bonus for the Covert Ops class. They are odd in that they are very overt, which doesn't make them especially useful when you're trying to be stealthy. On the other hand, they can come in handy if you are supporting a push in any close-range capacity. While the triangular friend/foe markers still show up through the smoke, it blocks vision from a great distance, and it covers a substantial area.

If you're not planning on using the Third Eye Camera, don't hesitate to drop a smoke grenade in any area that blocks line of sight from the primary Strogg offensive location. It can also come in handy to block long distance line of sight for ground vehicle pilots.

EMP GRENADES

EMP Grenades aren't nearly as destructive as Frag Grenades, although they explode with enough force to inflict splash damage on all foes within 8.1 meters of the blast point. However, an EMP explosion also immobilizes any vehicle within the 8.1-meter range for 30 seconds. Keep in mind that the vehicle's weaponry regains operation after 5 seconds, but that's 5 seconds without weapons and a full 30 without mobility, however. In addition, EMP blasts also completely disable for 30 seconds any deployable within range. Only the GDF Covert Ops class carries EMP grenades.

EMP Grenades are vital for cracking heavy turret defenses, and they can also suppress an AAT long enough for a friendly artillery strike to level the area. If you make use of EMP grenades to clear AATs, be sure to notify your team before and after, so that a Field Ops can be ready to call in a strike during the window of opportunity.

EMP Grenades are fantastic both for quickly disabling a key APT or AVT, as well as disabling the Desecrator or – especially - the Cyclops. They do not disable weapons, but freezing a heavy vehicle in place is a death warrant for the driver if you have any sort of vehicle or Soldier backup.

BATTLEFIELD GEAR

The GDF have a wide array of battlefield gear available to them. Not all of it is offensive in nature, some is support oriented, designed to assist teammates in a variety of roles, or to accomplish a specific mission Objective for the team.

H.E. (HIGH EXPLOSIVE) CHARGE

Only the GDF Soldier carries H.E. Charges. Once planted, a charge must be armed within 30 seconds by the Soldier's Arming Tool, or else the charge automatically returns to your weapons satchel. After it's armed, an H.E. Charge takes 40 more seconds to detonate.

The Soldier's H.E. Charge is generally used to accomplish Destroy Objectives, which are mission goals that involve destroying something that cannot be taken out in any other way. Keep in mind that for a Destroy Objective, you must use the Soldier's H.E. Charge; there is no other way to take out the mission goal. Even artillery strikes or Titan fire won't work.

However, since Soldiers are frequently useful as anti-vehicle and anti-deployable troopers with their Rocket Launcher equipped, it would be a shame to have an unused charge sitting around. An especially nasty tactic is to stick a charge on an unused Strogg vehicle. If you can manage it, a Cyclops or Tormentor is perfect, but a Desecrator (or even a Hog or Icarus) works just fine. The explosion is powerful enough to destroy the vehicle, kill the pilot, and blow anyone in the area to bits.

There is an outside chance that your mobile bomb may backfire, as a Strogg drives an armed charge into a densely packed defensive area with a Hog, but that's generally an outside chance. If you're close enough to their vehicle spawns to plant it, that usually means its far enough away that it'll blow a safe distance from any friendly troops—usually.

Don't hesitate to stick a charge on an irritating deployable either. Barring a Constructor noticing and disarming it in time, it usually guarantees destruction of the offending turret or artillery piece.

ARMING TOOL

Only the GDF Soldier carries an Arming Tool and it's used specifically for arming H.E. Charges. Note that the Soldier cannot use his Arming Tool to disarm Strogg Plasma Charges; only the Engineer can do that with his Pliers.

You don't actually have to equip an Arming Tool to arm an H.E. Charge. Simply plant the charge, and continue to hold the use or fire button, and the Arming Tool is automatically equipped and used on the planted charge. It only takes a few seconds to arm a planted charge, then you should either hightail it out of the area, or find a nearby perch to guard your explosive from any Strogg Constructors.

MEDPACK

Only GDF Medics can distribute MedPacks. When a Medic earns a promotion to Level 1, you can distribute more MedPacks to your team.

Initially, you have four MedPack charges. You can distribute a MedPack for every full charge available. When you toss a pack, a single charge empties and begins to refill. If you toss more than one pack, the empty charges are recharged consecutively; it takes about 7 seconds for each empty MedPack slot to recharge. Once tossed, a MedPack remains in place for 30 seconds until it decays and disappears. Note that tossed packs are affected by the terrain, so if you aren't careful, you can toss a much needed health boost right off a cliff.

Littering the area with MedPacks should be a major priority any time you are playing as a Medic. On defense, multiple Medics dropping health continuously can make infantry defenses much easier, and they help to quickly restore any revived GDF infantry to full health. On offense, it is useful to pick a staging point for the attack, drop several packs, and then engage. You can always retreat to the health if necessary.

There's nothing at all wrong with dropping MedPacks while engaged in battle, just make sure you have enough other GDF support that your missing Assault Rifle doesn't cause your team to lose the battle.

DEFIBRILLATORS

SPECIAL USE
Destroy Strogg Spawn Hosts
OTHER NOTES
Medic Only
Full Health Revive at Level 4 Promotion
HEALTH RESTORED PER BOOST Restores Target to Half Health
DAMAGE TO ENEMY PLAYER 20

Only GDF Medics carry a set of Defibrillators and they allow you to instantly restore a fallen GDF infantryman to fighting trim, as long as the body hasn't been rendered non-revivable. Excessive damage, either from a single large chunk of damage, or from a Strogg deliberately killing the unconscious body, results in a non-revivable body.

Note that you can zap enemy players and inflict minor damage. Your Medic's defibs are also the only way to destroy Spawn Hosts that Strogg Technicians may create—a vital ability.

Revived infantry are briefly invulnerable, and come back at half health, but their movement is slowed. Because of this, its important that you have health ready as soon as they are standing, or they may wind up doing a quick repeat faceplant.

On any mission where the Strogg have set up a heavy infantry defense, it is absolutely vital that you clear any spotted Spawn Hosts with your Defibrillators. The difference between losing a map and winning can come down to a single Strogg instant respawn at an Objective, instead of at a more distant normal spawn point. Watch out for them!

Accompanying GDF infantry on offense or defense to perform revive duty is a critical part of a Medic's function on the battlefield. As a general rule, you should let other classes lead the way. If they get ambushed and drop (particularly indoors), you are usually out of the line of fire enough to dash in and get a quick revive. Unlike Strogg revival, the Medic's is instantaneous, quick enough to do right in the heat of combat.

PLIERS/DISARMING TOOL

Only GDF Engineers carry the Pliers tool, making them the only class that can carry out GDF "Construct" Objectives. This is the only device that can disarm enemy Plasma Charges as well. Pliers are the key piece of equipment that makes an Engineer an Engineer. They can repair all deployables, all vehicles, disarm Aggressor Plasma Charges, and complete construct Objectives.

You can repair any vehicle or deployable, not just your own turrets, and doing so is usually a wise move. Deployables shut down once they drop to just above half health, and just a few seconds of Plier attention can restore them to active duty.

In addition, it is important that you watch out for damaged Artillery or Radar emplacements. Field Ops and Covert Ops cannot repair their own equipment, they can only call in new ones, and that can cause a lengthy delay. If you spot damaged gear, fix it up. Frequently, collateral damage from an artillery barrage, Violator strike, or grenades or explosives can disable a deployable, without any Strogg around to follow up and destroy it.

There are often partially damaged deployables scattered about the battlefield. You need to pick and choose what to repair, generally focusing on things critical for defending an Objective (usually a downed AAT, sometimes AVT or APT), or assaulting an Objective, (anything from an artillery piece to the MCP to a Titan).

The MCP deserves a special mention, as the Engineer is the only class that can repair it. Without repairs, any MCP Objective is guaranteed to stagnate. One cautionary note: ensure that a large majority of the GDF team aren't already Engineers. Rushing to fix up the MCP as a pack of Engineers usually results in swift death from the marauding Cyclops/Desecrator/Tormentor with infantry and turret support. Consider switching to another class or at least bringing along a heavy vehicle if that situation crops up.

DEPLOY TOOL

Several GDF classes carry Deploy Tools. Engineers use them for calling in defensive turrets, Field Ops for deploying artillery, and Covert Ops for dropping in radar stations. All the deploy tools function in a similar manner; scope out the terrain that is valid for placing deployables. If you check the mission map, you can see the current map control, which shifts as the offense completes Objectives. Deployables can be placed anywhere inside friendly terrain, as long as the terrain is favorable.

The area has to be within your legal deployment zone, clear of any obstructions, and relatively level. This sounds wide open, but in practice, rubble, trees, bushes, rocks, steep slopes, buildings, wrecked vehicles, and a host of other debris that litters a map usually restricts placement to only a handful of locations. Any time you want to check, just bring out your Deploy Tool and look around to see where precisely you can drop a deployable.

BINOCULARS

The binoculars are extremely useful for scouting. Spotting and reporting on enemy locations and units in conjunction with the Context Menu (default V) is a great way to support your team.

TARGET TOOL

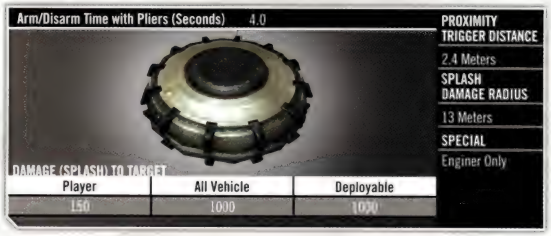
Target Lock-In (Seconds) 4
Recharge Time (Seconds) 60
Number of Strikes ∞
SPECIAL Field Ops Only
Upgrade Reduces Lock-On Time by 20%

Carried by the Field Ops class only, the Target Tool calls in spotted artillery strikes. Place the crosshair on the spot you want shelled and hold down the Fire button for about 5 seconds to lock in the target. The bombardment begins shortly after the lock-in, depending on the target's distance from the battery firing. Obviously, your Field Ops must deploy an artillery battery (Artillery Gun, Rocket Artillery, or Hammer Launcher) before the targeting tool can designate and call in an artillery strike.

The Artillery and Hammer are straightforward. All you need to do is pick a target and the strike is called in. Rocket Artillery functions a little bit differently. Instead of ground bombardment, the Rocket Artillery is designed to take care of vehicular threats, especially the Cyclops and Tormentor. Target a vehicle, any vehicle, with the Target Designator to achieve a lock, then fire to unleash a rocket barrage. Note that these rockets *can* miss, and they are subject to flares if you achieve a lock.

There is a way around that, however, as it is actually possible to steer a manual rocket barrage by targeting the ground and moving the pointer to direct the stream of rockets. This can be useful in certain situations, so keep it in mind if locked strikes just aren't working.

MINES



Only a GDF Engineer can place mines and only in two ways. Use the Fire button to set a Proximity Mine which explodes when any Strogg soldier or vehicle gets within about 2.4 meters of its location. Or use Alt-Fire to plant the mine on a vertical surface as a Tripwire Mine. This works only in locations (such as narrow passages and especially doorways) where the mine's light beam – tripwire - can hit a parallel, opposite surface a short distance away.

Important: After your GDF Engineer places a mine, you must arm it with Pliers. If you don't, the mine automatically returns to your weapon satchel after 30 seconds. Also remember that after your Engineer arms a mine, he can disarm it later with his Pliers.

Mines are an extremely powerful defensive tool. Planted in the right locations, they are almost guaranteed instant kills—one mine, one target, every time. The key point about mines is that they do inflict regional (body) damage, and for this reason, if they are planted as proximity (or trip) at estimated head height near any opening, they nearly always score a kill shot.

DODGING PROXIMITY MINES

In certain situations, it is possible to trip a Proximity Mine and avoid taking any damage; the worst case is that you'll reduce the damage taken. First, you must know where the mine is, either by spotting it or by locating it via its beeping alert sound. Once you know where the mine is, understanding how the explosion works helps to avoid the damage. Mine explosions project outwards from the surface to which they are attached.

If a Proximity Mine is attached to a wall, say, just on the inside of a door around head level, you can run in, trip the mine, back up a bare step, and the explosion will do precisely zero damage to you. This occurs because the full force of the blast is projected forwards, away from the wall, and none of it will wrap around the corner to damage you.

This works in any situation where a Proximity Mine is attached to a surface, and even if you can't duck behind cover, you can usually scrape the proximity fuse, then get as much range as possible by running and jumping away from the mine. Because they do regional damage, if you are jumping and the mine is lower than you, you are more likely to take damage to your lower body, which deals less damage than cranial damage.

Tripmines are a different story. Either avoid them entirely, or destroy them with explosives. If you snap the laser line, you eat a full force explosion instantly.

Because you can only place three mines, choose carefully where to plant them. Granted, an Engineer only has the capability to have three mines deployed simultaneously, but if a fourth is planted, it immediately replaces the first one planted (which is removed from the battlefield). This is referred to as the "rolling three" limitation. Often, simply stacking them near the defensive Objective is not the best idea since the explosion can easily kill nearby defenders. Instead, consider placing them at obvious entry routes (indoors) or frequently used paths (outdoors). Indoor Objectives generally have roughly three routes in or out, and so all three can be covered by one Engineer.

There are some cases where planting mines on or around the Objective is a good idea, but in most situations where the GDF is defending a single Objective, there are multiple Engineers. If you see the Objective is already covered, plant your mines elsewhere. You especially want to avoid having all your mines planted so close to one another that they can all be destroyed by a single explosion (be it an enemy grenade, or vehicle fire, or even an artillery bombardment).

Tripmines are more lethal than Proximity Mines, as they trigger the second the laser beam is split, whereas Proximity Mines have a slightly delayed trigger, and can actually be avoided if you are careful and quick. Use Tripmines in interior areas to block off hallways, ideally at sharp turns, the better to catch overzealous Strogg who are running and not watching where they are going.

All mines give off a distinct beeping noise, key in on this sound when you know you are approaching ground that is likely to be mined, and you can skirt or destroy any mines in the area.

AMMO PACK

Ammo Pack Slots	4
Total Packs Available	∞
Toss Time (Seconds)	1.0
Recharge Time Per Pack (Seconds)	7
Ammo Pack Lifespan (Seconds)	30
SPECIAL	Field Ops Only Larger Packs at Level 2 Promotion

Only the Field Ops class can carry and distribute Ammo Packs. When a Field Ops earns a promotion to Level 2, the Ammo Packs get larger and hold more ammo. You have four pack slots, seen at the bottom right of the screen. When you toss an Ammo Pack, a full slot empties and begins to recharge. If you toss more than one pack, the empty slots are recharged consecutively, taking 7 seconds apiece for a full Ammo Pack slot recharge. Once tossed, an Ammo Pack remains in place for 30 seconds until it decays and disappears.

Rounds Resupplied per Ammo Pack

	REGULAR	LARGE
ASSAULT RIFLE	40	80
PISTOL	10	20
MACHINE PISTOL	20	40
SHOTGUN	10	20
ROCKETS	5	10
GPMG	200	400
SNIPER RIFLE	10	20

Because all classes spawn with less than full ammo, make a point to distribute Ammo Packs immediately on spawning to any nearby players. The extra clip (two for Soldiers) can make the difference in a close fight. Resupplying infantry in the field is also helpful, particularly to Soldiers armed with the Rocket Launcher. Any time you happen to be near friendly infantry, be sure to drop a few Ammo Packs. In the odd situation that you wind up playing any sort of defense with a Field Ops, be sure to litter the area with Ammo Packs for active infantry defenders.

AIR STRIKE MARKER

Only the Field Ops class can carry Air Strike Markers. When tossed, this grenade sends up a smoke marker that provides a target for a Vampire Strike Bomber, which quickly drops a payload of bombs along a line perpendicular to the direction of your marker toss. After tossing an Air Strike Marker, you must wait 60 seconds before you can call in another.

If the marker grenade winds up beneath an object, even an enemy turret, the air strike is aborted, and you only regain a partial charge gauge. Avoid tossing it directly towards enemy deployables that have an open bottom to avoid this.

Because the air strike comes in on a perpendicular track to your toss, it can take a little experimentation to get comfortable with using air strikes on enemy deployables. Generally, it is possible to take out more than one deployable (and hopefully some infantry as well), as long as you scope out the area ahead of time with binoculars, and then quickly get into range and toss the marker.

The effectiveness of an air strike varies depending on the map and the specific Objective you are on, but air strikes are crucial because they can't be stopped by Strogg AATs. If you are facing a dedicated defense where Constructors are placing and repairing AATs constantly, laying down an air strike may be your only chance of disabling the AAT—and any nearby AVTs or APTs.

Ideally, as with EMP Grenade disabling, you want to alert your teammates before and after an air strike, so that any friendly Field Ops have a window of opportunity to drop the hammer, and any Objective specific classes have a chance to get in and make an attempt on the Objective quickly.

HACKING DEVICE

Only the GDF Covert Ops class carries a Hacking Device, and it's the only class that can complete Hack Objectives. You can also use it to disable enemy deployables. The Hacking Device is seldom used outside Objectives, because while disabling enemy deployables for a full minute is powerful, actually managing to get the hack off without getting shot in the back of the head is rather tricky.

Because you lose your disguise if you begin a hacking attempt, your best chance of disabling the deployable (other than, of course, simply tossing an EMP Grenade) is to find an unattended deployable that's under some cover. Sneak around to the deployable, then hide out behind it, using the deployable itself to shield your hack attempt.

If you run out of EMP Grenades, and there aren't any other useful goals for you to accomplish, and you absolutely must get a Strogg deployable shut down, give hacking a chance, especially if other methods your team has attempted have failed—sometimes their focus may be on other threats, giving you the window necessary to hack a key turret.

THIRD EYE CAMERA

Only the GDF Covert Ops can carry and deploy the Third Eye Camera. Each camera provides short-range radar coverage (a 52-meter radius). Once a Third Eye Camera is deployed, you cannot deploy a new camera until the recharge bar (lower-right corner) refills after 30 seconds. A new camera can't be deployed unless you use Alt-Fire to detonate the old one, or the camera is destroyed by enemy fire or friendly explosives.

The Third Eye Camera is part explosive, part scout, and part radar. When you drop the Third Eye on the ground, it can be used as a remote viewing camera with decent range. It can be deployed in an enemy territory out of range of any friendly radar as well. In addition, once planted, it can then be detonated as a powerful explosive, strong enough to take out light vehicles or disable deployables with ease.

As an added bonus, while the Third Eye is in place, it provides a short-range radar. The coverage is not nearly as large as a full fledged radar station, but it works well for covering small combat zones, particular interior areas.

Although you can drop the Third Eye, go into its camera view, and then sit around waiting for an unsuspecting target. This is generally a waste of your time, as there is a delay before the explosion triggers, and spending that much effort for a single infantry kill is rarely worth the effort (or the loss of added action to your team, when you could be using EMP Grenades, hacking, sniping, backstabbing, or otherwise helping the combat effort).

Instead, use the Third Eye to destroy stationary or slow moving vehicles (or heavily damage the Cyclops). It is also excellent for clearing out a key deployable, or in a pinch, clearing mines. The camera mode is also effective if you plant the Third Eye outside a Strogg vehicle spawn area, and detonate it when a vehicle approaches; but again, there are usually better things to be doing with your time.

GDF VEHICLES

The GDF have a wide range of relatively "normal" conventional vehicles, mostly equipment that would be familiar on a battlefield today. The GDF actually have a larger range of vehicles than the Strogg, though they lack the extreme air transport that the Strogg gain with the Icarus, they make up for it with an abundance of multi-person transports, for air, sea, and land, something the Strogg forces lack entirely.

HUSKY QUAD

The Husky is quick, highly mobile, and moves well over rough terrain. However, it is only a single-passenger vehicle. It has no armor or weapons, nor can the driver fire his weapon while riding. The Husky is designed for quick transport from A to B and is maneuverable enough to avoid AP turrets as an alternative to running in on foot. Be ready to bail out and seek cover if you come under heavy fire.

The Husky is very easily destroyed by any heavy fire, and even if that fire doesn't destroy your ride, you are fully exposed, and it is likely to kill you before the quad. Use the Husky to quickly reach a key location, then ditch it. For Deliver Objectives (those where you need to carry an object from one place to another), the Husky makes an ideal individual transport. Park it near the pickup, run in, grab the item, then hightail it back to your quad and jet for the delivery target.

ARMADILLO TRUCK

The Armadillo is a fantastic transport vehicle; it is quick, easy to control, and can hold up to 5 GDF troopers, who can provide some light (albeit usually inaccurate) support fire.

WEAPON STATS: MOUNTED MG	
Rate of Fire (Seconds)	0.1
RANGE (METERS) 208	

DAMAGE DEALT TO PLAYER

Head	Neck	Body	Legs
47	28	19	9

DAMAGE DEALT TO OBJECTS

Vehicle	Deployable	Ammo
25	25	Unlimited

The Armadillo seats quite a few passengers. The driver position, a gunner rides on top in the back and mans the powerful MG. One rider (the passenger) sits in the cab's front passenger seat with no ability to fight; he's just along for the ride. But the remaining two passengers (rear left and rear right) can wield and fire their guns or toss grenades; they ride in back, facing to the rear.

However, be very careful about driving a fully loaded Armadillo into contested ground. Doing so typically results in a whole lot of kills for one happy Strogg player. Instead, drive near the Objective, close enough to cut down the travel time, but not near enough to get into enemy firing range.

TROJAN AMPHIBIOUS PERSONNEL CARRIER (APC)

The Trojan is an amphibious transport, but its primary battlefield role is providing anti-air coverage (and some light support fire if necessary).

The Trojan is not as good of a rapid transport vehicle as the Armadillo, instead, it is usually best operated by a team of two, one driver, and one SAM gunner. The Trojan is important for controlling the air, and with Trojan support, GDF Anansi pilots can usually run roughshod over the Strogg ground forces.

The driver steers the Trojan but can also aim and fire the remote-control MG mounted on the roof. The AA Missile gunner mans the Surface-to-Air Missile (SAM) Turret mounted on top. Up to four more passengers fit in the back, but they ride only and cannot shoot from the vehicle.

The Trojan SAM can be dumbfired, and does respectable damage to ground targets, as well as having a long range, so don't hesitate to use it at a distance to tackle a fortified Strogg position. Note that the Trojan is truly an amphibious vehicle, it can float and drive just fine in the water, which can be useful on a few of the missions. The Trojan is rather tougher than the Armadillo, making it a somewhat better choice for moving into contested ground. It has double the health of an Armadillo, and heavy armor.

WEAPON STATS: MOUNTED MG	
Rate of Fire (Seconds)	0.1
RANGE (METERS) 208	

DAMAGE DEALT TO PLAYER

Head	Neck	Body	Legs
47	28	19	9

DAMAGE DEALT TO OBJECTS

Vehicle	Deployable	Ammo
25	25	Unlimited

WEAPON STATS: AA MISSILE (SAM)	
Rate of Fire (Seconds)	2.5
RANGE (METERS) 208	

DAMAGE DEALT TO PLAYER

Direct	Splash
100	100

DAMAGE DEALT TO OBJECTS

Strogg Tormentor		All Other Vehicles	
Direct	Splash	Direct	Splash
400	400	200	250

Deployable		Ammo
Direct	Splash	
200	250	Unlimited

TITAN TANK

HP	3500
WHEEL HP (A PIECE)	N/A
PASSENGERS	2
ARMOR	Heavy
RESPAWN AFTER DESTROYED (SECONDS)	90
DECAY AFTER ABANDONED (SECONDS)	40
TOP SPEED	35

The Titan is the GDF's strongest ground vehicle, falling somewhere between the Strogg Cyclops and Desecrator in terms of power. It is more powerful than the Desecrator, and more maneuverable than the Cyclops. The Titan seats two, a driver and a Passenger. The driver controls the powerful Tank Gun and the Passenger mans a rapid-fire Minigun. Note that the Minigun turret is exposed to enemy fire.

Careful use of the Titan to support ground troops can be a substantial boon if used carefully. It is important to remember that the Titan can do plenty of damage from long-range, and is much safer from retaliation at a distance. Up close, it can provide cover for friendly infantry (and some psychological advantage), but it is much more exposed to grenades and massed light arms fire—not to mention enemy vehicles that are close, even the omnipresent Icarus.

WEAPON STATS: MINIGUN

Rate of Fire (Seconds)	0.1
RANGE (METERS)	208

DAMAGE DEALT TO PLAYER

Head	Neck	Body	Legs
63	38	25	13

DAMAGE DEALT TO OBJECTS

Vehicle	Deployable	Ammo
25	25	Unlimited

WEAPON STATS: TANK GUN

Rate of Fire (Seconds)	3
RANGE	Special: 2.5 second "fuse" on shell

DAMAGE DEALT TO PLAYER

Direct	Splash
100	100

DAMAGE DEALT TO OBJECTS

Player		Vehicle	
Direct	Splash	Direct	Splash
400	400	1000	1000

Deployable		Ammo
Direct	Splash	
700	700	Unlimited

The main cannon is vital for taking down heavy enemy vehicles and deployables, and the Titan is usually an uncommon vehicle, so treat it with respect when you do drive it. Throwing away the Titan can seriously hurt your team's chances of victory on certain Objectives.

Use the Titan's mobility to fight the Cyclops. Use the third person camera to move constantly and effectively. After firing a ranging shot in third person, you should be able to plant subsequent shots on target, even without a crosshair. Use the first person view only when you're firing on distant targets that require greater accuracy, and still make a point of periodically going into third person to make sure no Strogg are sneaking up on your position.

The Titan is resilient enough to stand up to the Desecrator in a standup fight, and will usually come out on top if the Desecrator pilot doesn't abuse the hovercraft's superior mobility to evade your shots. The Hog can be blown away in a single shot, and should be! It is even possible to take down the Tormentor and even Icarus gravpacks with some careful aiming.

Bringing along a passenger for anti-infantry support with the minigun is helpful if you're going to be involved in close-range combat, and it can provide some helpful extra damage against a vehicle target, particularly the tough to hit Icarus. Given that the Titan's main cannon can take down infantry in a single shot, and its quite easy to run down infantry as well, they are rarely a serious problem unless you get very swarmed in an area that has lots of infantry cover.

MCP (MOBILE COMMAND POST)

HP	7000
WHEEL HP (A PIECE)	N/A
PASSENGERS	2
ARMOR	Heavy
RESPAWN AFTER DESTROYED (SECONDS)	N/A
DECAY AFTER ABANDONED (SECONDS)	N/A
TOP SPEED	25

The massive, ponderous MCP seats only two: a driver who also controls a mounted, remote-controlled MG, and a turret gunner who mans a minigun. As with the Titan, the gunner in the turret is exposed to enemy fire.

The MCP is a key vehicle that is only used during specific missions. It always has the same role and is a key mission asset that must be protected and escorted to its target location. It deploys to seize more ground for the GDF once at the target location. It also deploys its awesome Strategic Strike Missile, usually to blast open heavy Strogg defenses elsewhere on the mission map.

The MCP is only lightly armed. The driver has access to a front mounted heavy MG, and the turret gunner can make use of the minigun. This is just enough firepower to be a deterrent to infantry, and both weapons in combination can take down light vehicles, or put a slight dent in a heavy vehicle.

WEAPON STATS: MOUNTED MG

Rate of Fire (Seconds)	0.1
RANGE (METERS)	208

DAMAGE DEALT TO PLAYER

Head	Neck	Body	Legs
47	28	19	9

DAMAGE DEALT TO OBJECTS

Vehicle	Deployable	Ammo
25	25	Unlimited

WEAPON STATS: MINIGUN

Rate of Fire (Seconds)	0.1
RANGE (METERS)	208

DAMAGE DEALT TO PLAYER

Head	Neck	Body	Legs
63	38	25	13

DAMAGE DEALT TO OBJECTS

Vehicle	Deployable	Ammo
25	25	Unlimited

Protecting the MCP and repairing it are both critical roles during any stage of a mission that involves delivering the MCP. In addition, for the MCP to actually deploy when it reaches the target area on a given map, it must be repaired—hopefully not too often. During any stage of a mission where the MCP is required, multiple Engineers are necessary to keep the MCP repaired. It's even possible to run along behind the MCP while repairing it, which can be useful in some situations.

Should the MCP become disabled, your team's top priority should be to clear out the area of all Strogg presence before friendly Engineers attempt to move in for repairs. Repairing the MCP while under fire is possible (and necessary sometimes to get it moving the last few feet to the deployment area), but usually it results in dead Engineers, a still-disabled MCP, and wasted time.

The MCP is a resilient vehicle, but tends to be the target of the entire Strogg team and can be disabled fairly quickly. Try to pre-empt any Strogg attempts to disable the MCP, by moving ahead of the MCP to its target area and flushing out any fixed defenses, particularly AVTs or any heavy vehicle presence.

Driving the MCP is more restricted than other vehicles. It is only intended to be moved and deployed at a specific location and there are only certain routes that are designated for MCP travel. It's largely to prevent one obnoxious "teammate" from driving the MCP off into the corner of a mission map and stalling the entire game. If the MCP is off course for too long, it is destroyed, and a fresh MCP is airdropped in. This can actually be used as a benefit if you drive a disabled and damaged MCP off course just to get a replacement.

Always keep an eye out for paths on the route that can be skipped, by going off-roading in the MCP briefly, then returning to a proper route. Doing so can save travel time, but more importantly, you can sometimes bypass areas with heavy Strogg defenses in place, and you may even reach the target before the Strogg can respond.

ANANSI ATTACK COPTER

The flying Anansi seats two, a driver (pilot) who flies the craft and can fire either LAW Missiles or FAFFF Rockets, and a Gunner who mans a Minigun mounted underneath the cockpit. The Gunner position in the Anansi is rarely useful, as using the Minigun requires that the Anansi hover over ground troops—usually just about the worst possible position for an Anansi to assume.

The Anansi is a heavy attack aircraft, capable of raining down long-range destruction on Strogg deployables, infantry, and all types of vehicles. It's armed with lock-on missiles, and dumbfire rockets that can be shot rapidly to strafe a ground target. Note that the lock-on missile can be dumbfired, which can be important during air duels or against alert vehicle targets since dumbfiring prevents the target from making use of flares to dodge missiles.

The Anansi is a VTOL (Vertical Take Off and Landing) craft, and as such, it can easily hover in place (hold the Walk button) at a distance from ground targets to saturate one area with firepower. Continuously switching between missiles and rockets allows you to bombard an area constantly, with little delay between shots. (Use the mouse wheel or keyboard 2 and 3 to switch between the LAW Missiles and FAFF Rockets.)

In terms of maneuverability, the Anansi is extremely fast and (with advanced vehicle controls turned on) capable of extremely agile maneuvers. Controlling the Anansi can be considerably more difficult than any of the ground vehicles. The key to mastering its movement is to use gentle course adjustments for targeting, and harder movements when attempting to avoid fire or make a sharp turn.

WEAPON STATS: MINIGUN

Rate of Fire (Seconds)	0.1
RANGE (METERS) 208	

DAMAGE DEALT TO PLAYER

Head	Neck	Body	Legs
63	38	25	13

DAMAGE DEALT TO OBJECTS

Vehicle	Deployable	Ammo
25	25	Unlimited

WEAPON STATS: LAW MISSILES

Reload Time (Seconds)	3
SPLASH DAMAGE RADIUS (METERS)	13
RANGE (METERS) 208	

DAMAGE DEALT TO PLAYER

Direct	Splash
100	100

DAMAGE DEALT TO TARGET

Player	Vehicle
500	1000
Deployable	Explodable Target
250	200
Lock-On Range	Ammo
208 Meters	Unlimited

Generally, there are two effective methods of supporting a ground push (or harassing a Strogg assault). Either hover at a distance, firing continuously, and occasionally adjust your position to avoid being an easy target, or continuously strafe one area.

Making strafing runs directly over a target area is usually a bad idea; the Anansi is not an especially durable vehicle. Even concentrated Lacerator fire can take it down if you spend too much time over Strogg infantry. Instead, line up for a series of shots, unload all of your ordnance, then sweep away from the target zone (ideally behind some hard terrain cover), then pop up again to take more shots.

Dueling with enemy Tormentors comes down entirely to your skill against that of your opponent, unless you can recruit some ground based assistance. If maintaining air superiority is important, and it frequently is, enlist the assistance of your teammates. Even one Soldier with a Rocket Launcher dedicated to helping take down the enemy Tormentor(s) can tip the scales, and if they make use of the Trojan's AA missiles, so much the better.

Because the Anansi is an important vehicle, and it is more difficult than most of the others to pilot well, expect to get some flak from your teammates if you are learning to use it on a public server (and steering it into trees, buildings, hilltops, teammates, etc). If you're not confident in your piloting skills, consider taking some time offline to practice flying until you are comfortable enough to make use of it in 'real' situations.

WEAPON STATS: FAFFF ROCKETS

Reload Time (Seconds)	N/A
SPLASH DAMAGE RADIUS (METERS)	256
RANGE	Special: 4 second "fuse" on each rocket

DAMAGE DEALT TO PLAYER

Direct	Splash
200	150

DAMAGE DEALT TO OBJECTS

Vehicle		Deployable	
Direct	Splash	Direct	Splash
200	150	200	150
Explosive Target		Ammo	
Direct	Splash	Unlimited	
200	150		

BUMBLEBEE ASSAULT COPTER

The Bumblebee seats five passengers, all of whom can fire weapons, making this copter pure hovering hell if fully loaded. The pilot flies the craft and controls the minigun mounted underneath the cockpit. Two Gunners man a pair of mounted miniguns in the doors, one on each side of the craft. Two more passengers can fire their weapon of choice from the rear seats, one on each side.

The Bumblebee is a surprisingly slow aerial transport, but in exchange for speed, it offers a high level of stability, making it a rather good gun platform for friendly infantry. The only problem with loading the Bumblebee up to strafe a target area is, of course, that it presents an obvious and tantalizing target for any Strogg in the area. Barring rare cases where you really want a lot of attention (to distract the Strogg team while some infantry sneak up on a target), that sort of attention is usually fatal.

Note that the Bumblebee does have a short reload timer on its flares, which can help a bit, but only if the Strogg team is using Obliterators and bothering to lock on. Since the Bumblebee has such a large target profile, it frequently gets shot down with dumbfire rockets and Lacerator fire.

If using the Bumblebee as a gunship looks to be suicidal, you may instead want to use it as a transport that can deposit a mass of GDF infantry in an area that would otherwise be difficult or impossible to reach. Because the Strogg have easy access to aerial transport with the Icarus, they can sometimes have blind spots to the Bumblebee dropping off GDF troops in an area that is normally unreachable by the GDF. Just keep in mind that performing such a transport isn't especially speedy, and you need to keep the Bumblebee out of sight as much as possible to avoid alerting the Strogg team of your intentions.

WEAPON STATS: MINIGUN (3 MOUNTED)

Rate of Fire (Seconds)	0.1
RANGE (METERS) 208	

DAMAGE DEALT TO PLAYER

Head	Neck	Body	Legs
63	38	25	13

DAMAGE DEALT TO OBJECTS

Vehicle	Deployable	Ammo
25	25	Unlimited

PLATYPUS ASSAULT BOAT

WEAPON STATS: MOUNTED MG	
Rate of Fire (Seconds)	0.1
RANGE (METERS)	208

DAMAGE DEALT TO PLAYER

Head	Neck	Body	Legs
47	28	19	9

DAMAGE DEALT TO OBJECTS

Vehicle	Deployable	Ammo
25	25	Unlimited

The Platypus can hold one driver and one gunner manning a mounted MG. It's a simple and fast transport—essentially a waterborne analog of the Husky. On most missions, it's best used to zip to a target area quickly and disembark. The MG is good for some light fire support, but there usually aren't many prime targets from the locations the boat can reach.

On a few missions however, you can use it to access an alternate route to an Objective. Any map that has the Platypus available for use should be a consideration. Always make a point of scouting around in the water to see if there are any useful avenues of attack that the Platypus makes available to your team.

VAMPIRE STRIKE BOMBER

The Vampire bomber is not a controllable vehicle, rather, it shows up to drop an air strike when called in by the Field Ops class. The devastating bombing run can instantly kill Strogg infantry, disable deployables, and heavily damage vehicles.

JOTUN TRANSPORT PLANE

The Jotun Transport Plane airdrops light supplies to support the GDF war effort, it only appears when certain special abilities are used (dropping the Medic's Supply Crate, for example).

MAGOG SKY CRANE

The Magog Sky Crane is the final non-controllable vehicle that is part of the GDF forces. The Magog is used to deliver heavy vehicles and equipment, including the mighty Mobile Command Post.

GDF DEPLOYABLES

The GDF deployables include all of the turret and artillery types that both armies have access too, as well as the Covert Ops's Radar and the Medic's Supply Crate. Skilled deployable usage is vital for success on any mission, be it turrets for defense, artillery for offense, or Supply Crates and Radar to support infantry pushes.

SUPPLY (MEDIC)

SUPPLY CRATE

Only the GDF Medic can call in Supply Crates. The Medic tosses a smoke signal marker and a transport plane drops in a Supply Crate 15 seconds after it activates. Each Supply Crate remains in place until your team uses up its supplies or you signal in another crate. If you call for another Supply Crate, the first one disappears in a few seconds. You can signal in another crate after 30 seconds.

If your Medic calls in a Supply Crate and subsequently dies but respawns as a Medic again, the crate stays in place. But if you choose to respawn as another GDF class or, heaven forbid, switch sides to the Strogg, the Supply Crate disappears.

To heal or pick up supplies from a Supply Crate, just walk up and touch the crate. If you keep touching the crate, you continuously resupply or heal until you fill up your health and/or ammo. Each crate distributes a set amount of healing and/or supplies per touch (see table), but only up to the max health/ammo allowed.

The Supply Crate is useful for infantry assaults. Placed out of sight near a major hotspot of combat, it can be used to top off ammo supplies for GDF infantry joining the battle, and it can be used as a fallback position for troops to heal up, without requiring a Medic.

The crate's supplies are also very handy on defense, as again, they allow healing and ammo to be distributed without the need for a Medic or Field Ops to be in the area.

Supply Crates can also be used to really abuse grenade or rocket spam, as you can 'camp out' touching (or even sitting on top of) a crate, and continuously refill grenades or rockets, all while blasting away at nearby Strogg forces.

The crates are very vulnerable to damage, and are easily destroyed, so always try to place them out of sight, or at the very least, away from common routes that the Strogg are likely to utilize.

TURRETS (ENGINEER)

Engineer Turrets are the most powerful defensive tools in the game, and used well, they can cement a defensive victory for your team during any outdoor Objective. The turrets can also be used during offensive operations on occasion, usually to protect a vital forward spawn point, or in dire circumstances, to defend a core spawn location from enemy attack.

Each of the turrets has a single target type and a simple behavior: APTs fire at Strogg infantry, AVTs at Strogg vehicles, and AITs at incoming artillery of any time.

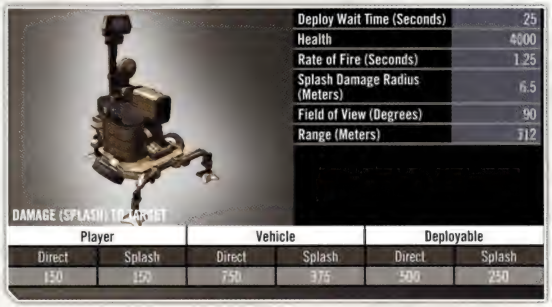
AITs are omni-directional; as long as the artillery strike is landing relatively near to the AIT, it can destroy it before it lands. APTs and AVTs on the other hand, are completely directional. They have a 90 degree field of view in which they fire at enemies. Note that both types of turret turn in any direction and fire at a target that damages it, as long as the target is within range and in line of sight once the turret finishes turning.

Turrets can be disabled before they are destroyed, and must be repaired (or replaced) by an Engineer before they resume firing. Keep in mind that replacing an existing turret causes a time delay which is longer than it would normally take to place a turret if you do not have one out.

All turrets can be dropped anywhere in friendly terrain, as long as the ground is open and unoccupied by other deployables. When you place a turret, you must choose its position and its facing. Consider the terrain around the area you are placing the turret before you drop it. Usually there is at least one obvious direction to protect, but in some cases, you must make a judgment call about guarding one avenue of attack, but leaving another open.

"CROSSFIRE" ANTI-PERSONNEL TURRET (APT)

"OGRE" ANTI-VEHICLE TURRET (AVT)



The GDF Anti-Vehicle Turret has target-lock capability; its missiles can lock onto targets up to 312 meters away. The homing missile's detonation can inflict splash damage to any target within the blast radius.

"GUARDIAN" ARTILLERY INTERCEPTOR TURRET (AIT)

Deploy Wait Time (Seconds) 55
Health 4000
Rate of Fire (Seconds) 0.03
Damage Instant Kill of Incoming Ordnance
Field of View (Degrees) 360

ARTILLERY (FIELD OPS)

Artillery pieces are powerful offensive weapons, the offensive analog of the Engineer's defensive turrets. They exist as a counter to turrets (any artillery strike can usually take out multiple turrets in a crowded area), and are countered in turn by the Strogg anti-artillery turret. Field Ops must deploy the Artillery turrets and then use the Target Tool to aim them. However, nothing needs to be deployed for them to use the Airstrike Marker.

Each turret type has a specific purpose. The basic artillery piece is useful for saturating an area with its barrage, suppressing infantry and damaging or destroying deployables in the area. The Hammer fires a single massive missile, with an explosion powerful enough to instantly kill any targets in its area of effect, but it has a very long reload time. Rocket Artillery is useful for taking out enemy vehicles, typically the Tormentor or the Cyclops, but it can also be used in a pinch to attack a ground target or an area around an Objective.

Just as turrets are usually used while playing defense on a given map, artillery is typically used on the offense, as any mission Objective that is outdoors can be targeted and bombarded by artillery, usually to great effect.

Be aware that artillery fire has no friends, and while all artillery strikes have verbal warnings for teammates, you may wish to telegraph artillery strikes as you trigger them, both to warn your teammates, and to give your team a chance to mass up for a quick assault following a Hammer strike.

ROCKET ARTILLERY

Deploy Wait Time (Seconds)	25
Health	3000
Rockets per Salvo	6
Target Lock Time (Seconds)	5
Splash Damage Radius (Meters)	26
Range (Meters)	Unlimited
Special	Reduced Fire-Support Reload with Level 4 Promotion

DAMAGE TO ALL TARGETS		RELOAD TIME (SECONDS)	
Direct	Splash	Regular	Upgrade
2000	1000	60	45

At the start, it takes 60 seconds after you lock in a Rocket Artillery strike before you can call in another strike. But after your Field Ops earns a Level 4 promotion, that "reload" time drops to just 45 seconds. The Field Ops can take advantage of the Rocket Artillery against vehicles by utilizing the Target Tool. Use this combination to lock onto vehicles—even aircraft.

ARTILLERY GUN

Deploy Wait Time (Seconds)	40
Health	3000
Shells per Salvo	10
Target Lock Time (Seconds)	5
Splash Damage Radius (Meters)	19.5
Damage to All Targets (Direct and Splash)	1000
Range (Meters)	Unlimited
Special	Reduced Fire-Support Reload with Level 4 Promotion

RELOAD TIME (SECONDS)	
Regular	Upgraded
60	45

At the start, it takes 60 seconds after you lock in an Artillery Gun strike before you can call in another strike. But after your Field Ops earns a Level 4 promotion, that "reload" time drops to just 45 seconds.

HAMMER LAUNCHER

Deploy Wait Time (Seconds)	25
Health	3000
Missiles per Salvo	1
Target Lock Time (Seconds)	5
Splash Damage Radius (Meters)	52
Splash Damage to All Targets	4000
Range (Meters)	Unlimited
Special	Reduced Fire-Support Reload with Level 4 Promotion

RELOAD TIME (SECONDS)	
Regular	Upgraded
60	45

At the start, it takes 60 seconds after you lock in a Hammer Launcher strike before you can call in another strike. But after your Field Ops earns a Level 4 promotion, that "reload" time drops to just 45 seconds.

INTELLIGENCE (COVERT OPS)

RADAR STATION

Health	3000
Deploy Wait Time (Seconds)	25
Detection Radius (Meters)	216
Special	Radar Enhanced at Level 2 Promotion 50% Range Increase

The Radar Station is a unique and important deployable. While active, it continuously scans a wide area of the map, projecting any detected Strogg troops onto the minimaps of all friendly players.

This is useful during any sort of infantry assault or defense, especially in crowded or urban terrain. Whenever you are playing as a Covert Ops, be sure to deploy a radar, and should you see a friendly Covert Ops on the map but no radar active, be sure to ask them to place one.

STROGG

STROGG CLASSES

AGGRESSOR

PRIMARY WEAPON SELECTION

- LACERATOR — 160 rounds
- OBLITERATOR — 10 rounds
- HYPERBLASTER — 200 rounds
- NAILGUN — 40 rounds

SECONDARY WEAPONS

- LIGHTNING PISTOL — 800 units
- SPIKES

GRENADE LOADOUT

- 3 SHRAP GRENADES

BATTLE GEAR

- Arming Tool
- Plasma Charges
- Trinoculars
- Data Unavailable

The Aggressor is a front-line, heavy combat troop type with access to the Strogg Obliterator, a weapon that is similar to the GDF Rocket Launcher, for anti-vehicle and anti-deployable combat. Aggressors have the bonus health of a Soldier (120 total), and the widest weaponry selection available to a Strogg class. They should be utilized as support during any Objective where their Obliterator is vital, and they can also form a core force during heavy infantry combat, assisting greatly with the Hyperblaster!

The Lightning Pistol is a superb short range sidearm, making it an ideal companion to the Obliterator. In combat, take advantage of Stroyent conversion.

An Aggressor's extra health provides a larger pool to utilize this conversion process, and can leave you standing if used during a firefight. Aggressors can plant heavy Plasma Charges, which are necessary during Destroy Objectives. They can also be attached to GDF vehicles for an explosive surprise, or to deployables to take them down (always fun on a Supply Crate).

The Lightning Pistol is a great support weapon. Granted, it's not the best for taking down an enemy, but it can't be beat for identifying one—like a sniper. You won't do a distant target much or any damage, but everyone will know their location and that could be enough.

TECHNICIAN

PRIMARY WEAPON SELECTION

- LACERATOR — 160 rounds
- NAILGUN — 40 rounds

SECONDARY WEAPONS

- BLASTER — Unlimited Ammo
- SPIKES

GRENADE LOADOUT

- 2 SHRAP GRENADES

BATTLE GEAR

- Stroyent Tool
- Stroyent Cells
- Trinoculars
- Data Unavailable

The twisted Technicians are the Strogg's combination medics and physical engineers, using their skills in Strogg biotech to repair damaged units on the battlefield. Their abilities allow you to revive downed Strogg (albeit slowly), and more importantly, create Spawn Hosts using the flesh of fallen GDF infantry.

Creating Spawn Hosts is a powerful Strogg tactic. Turning a fallen GDF trooper into a Spawn Host allows Strogg players to spawn from that body, right at the front line, rather than having to spawn back at the spawn point and "commute" forwards, toward the action. Keep in mind that Spawn Hosts can be destroyed by a Medic's Defibrillator.

Technicians can also distribute Stroyent Cells, restorative canisters that provide all Strogg troops with both health and ammo in one convenient package. Technicians are critical during Objective defense, and important during any heavy infantry battle—particularly indoors.

Technicians can revive fallen Strogg troops, but unlike the GDF's Medic instant resuscitation, the Technician requires several seconds to "reboot" a fallen Strogg trooper. This is time that the GDF can easily use to kill the Technician attempting a revival during combat. Revive Strogg troops by staying out of sight and using the Stroyent Tool at maximum range from behind cover, or just around a corner. It is important to have other Strogg cover you, or use a Tactical Shield to screen you from GDF fire.

Constructors are the key defensive class for the Strogg, the bio-mechanical counterpart to the GDF Engineer. Constructors can plant all types of turrets to solidify the defense of an Objective, and repair all types of deployables and vehicles.

Constructors also earn the ability to repair objects remotely with an upgrade, allowing them to concentrate on repairing and combat at the same time! Constructors are necessary during Construct Objectives, where they must build or repair certain battlefield Objectives.

Like the GDF Engineers, Constructors can repair any battlefield vehicle or deployable, making them very important during defensive Objectives, and very dangerous while piloting a heavy vehicle.

Oppressors are the Strogg counterpart to the GDF Field Ops, capable of calling in devastating bombardments powered by Strogg technology. In addition, rather than utilizing air strikes like the GDF, the Strogg Oppressor calls down mighty orbital bombardments using the Violator Beacon.

The Oppressor does not distribute ammo like a Field Ops, instead, they have access to a powerful Tactical Shield, a device that can be used to block and absorb shots.

When deployed, it creates an orange hemisphere of protection, ideal for shielding Aggressors or Constructors during Destroy or Construct Objectives. The Tactical Shield can also be stuck onto certain Strogg vehicles to create an additional barrier of protection, or in front of GDF turrets to block their line of sight and provide cover while moving in the open.

The Oppressor's Tactical Shield can also be quite helpful during several indoor Objectives, where it can be used to screen advancing troops from GDF fire with ease.

Infiltrators are the dastardly counterpart to the GDF Covert Ops. Their hacking capabilities can be used to hack GDF base gates (rather useful during the mission Salvage), or deployables, just like Covert Ops. Rather than the Third Eye Camera, Infiltrators have control of a powerful, explosive Flyer Drone. This drone can be remotely controlled, and literally flown to any target at any height and detonated with lethal results.

The Flyer Drone is actually used as a vital Objective component during the Volcano mission, but at all other times, it is a powerful weapon that is useful for killing Engineers, Soldiers, or Covert Ops attempting to complete or defend an Objective. However, if the Flyer Drone is destroyed by an alert GDF, the feedback loop causes physical harm to the Infiltrator!

The Infiltrator also has access to a personal teleporter, which can be used to reach high places that are otherwise inaccessible to general infantry. This is fantastic for finding a comfortable perch from which to utilize their powerful Railgun for sniping purposes. Just like the Covert Ops, the Infiltrator uses the body of a fallen GDF troop to create a disguise, which can then be used to infiltrate GDF defenses, and make use of his Scrambler Grenades to shut down GDF deployables or vehicles. Properly planted between a GDF's shoulder blades, an Infiltrator's Spike backstabs are always lethal, and don't force the loss of the disguise.

Like his GDF counterpart, the Strogg Infiltrator is a covert specialist, and can disguise himself using the body of a fallen GDF soldier. Approach the body and hold the Use button to assume a disguise. As long as you do not fire your weapon to reveal yourself, you can then penetrate GDF defenses, and then either sneak into a GDF push to ambush them at a critical moment, or head into their back territory to disable key turrets, or eliminate critical defenders.

STROGG WEAPONRY

The Strogg have access to a wide range of sophisticated alien weaponry. One of the most significant differences between the human and Strogg weapons is the ammo source that the Strogg utilize. Rather than making use of clips for their weapons, the Strogg utilize their harvested bio-fuel, Stroyent, as both life force and ammunition.

Strogg weapons have no magazine sizes and use more ammunition for any given weapon than the GDF. The Strogg can also swap their allocation of Stroyent between "ammo" and "health" mid-battle. This unique ability can make the Strogg more difficult to kill, or guarantee that they have ammunition available even after fighting in the field for an extended period of time.

STROYENT USAGE

All Strogg infantry can make use of the Stroyent conversion. It is possible to convert health to ammo, or ammo to health, by binding one key to "_stroyup" and another to "_stroydown".

Note that there is a slight delay on this process, each time it is activated, a small amount of health or ammo is transferred, so while you can (and should) gain health during a firefight, don't expect it to save you from a tank shell to the face.

The conversion process is not perfect. There is some loss that occurs, so you cannot swap health for ammo indefinitely. Each time you perform a transfer, you lose some Stroyent in the process. You cannot perform a Stroyent transfer while your weapon is cooling down from usage, which means it cannot be used if you've just unloaded on a GDF. It is still helpful to duck under cover, restore health, then re-engage.

Because the Strogg do not have to use clips of ammunition, this also means that they can potentially fire their weapons for much longer periods of time than the GDF—the only limitation is overheating. While Strogg weapons overheat relatively quickly (generally fast enough so that they would be able to shoot about as many rounds as their GDF equivalents), heat constantly drains when not firing.

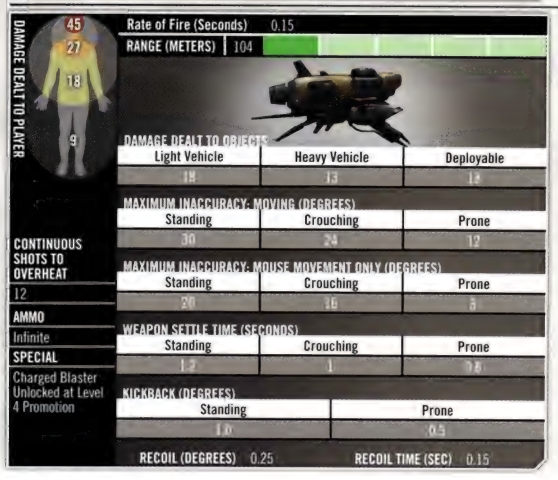
If you choose to burst fire, you can increase the number of shots you get out of any Strogg weapon before overheating sets in, and this means that you should run into fewer situations where you cannot shoot due to overheating than a GDF soldier would with conventional reloading.

This is especially nice when engaged in a mobile infantry fight, since you can take a few shots, duck under cover, move to a different position, engage again, and never have to worry about reloading, or getting caught by surprise with a few bullets in your clip. Instead, the time spent moving around is almost always enough to drain any built up heat, allowing you to shoot a full load of shots at any GDF troops that you encounter.

Because the Strogg use Stroyent as a sort of universal fuel, they only need one replenishment source, that of the Technician's Stroyent Cells, rather than the Ammo Packs and MedPacks needed by the GDF troops, which come from two different classes. A single Stroyent Cell from a Technician heals and restores ammo, and provides more fuel for Stroyent transfers.

SPIKES

All Strogg classes wear Spikes, but the Infiltrator class has a special "backstab" Spike attack that inflicts a one-hit kill if executed properly. The Strogg Spikes are a close range weapon when all other options have been exhausted. The nasty Spikes do deal slightly more damage than the Knife, but they are still a poor choice for any sort of serious combat. The easiest way to get the one hit kill backstab as an Infiltrator is to disguise yourself, and then prey upon Engineers who are distracted with repairs, or key objective classes who are in the process of building, planting, or hacking an objective.



BLASTER

All Strogg classes carry the Blaster in their secondary weapon slot except the Aggressor, who wields a Lightning Pistol instead. The Level 4 Small Arms upgrade allows charged Blaster shots. Charged Blaster shots take a moment to power up, can be held indefinitely, and inflict twice as much damage as a normal shot.

The Blaster is an inaccurate sidearm, though it does respectable damage if it scores a hit. Its primary advantage is that it uses no ammunition whatsoever! With an internal power pack, the Blaster suffers only from overheating, never from lack of ammo. As a result, you can use the Blaster as much as you want, without fear of draining your Stroyent reserves. As with the GDF Pistol, it is possible to quickly switch to the Blaster rather than waiting for a primary weapon to cool down to score a killshot on a weakened foe.

LIGHTNING PISTOL

Only Strogg Aggressors carry Lightning Pistols. The Lightning Pistol is a powerful secondary weapon unlike any other basic ballistic weapon in the game. It always fires exactly where you are aiming, and it inflicts regional (body) damage, making it a lethal secondary weapon at close range, where you can track an opponent's upper body—or head.

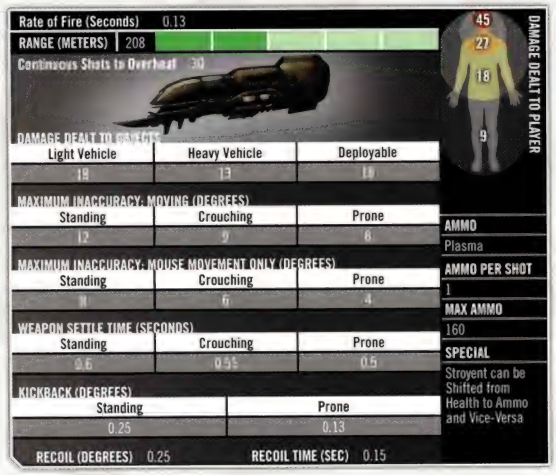
Unlike the Blaster, the Lightning Pistol does drain Stroyent when used, and can drain away ammunition for your Lacerator or Nailgun, as well as potential health from Stroyent conversion. The Lightning Pistol is ineffective at long-range, and its damage falloff is correspondingly substantial. Outside even 40 meters or so, it inflicts minimal damage.

LACERATOR

The Lacerator is the standard infantry weapon of the Strogg, available as a primary weapon to all five classes. Its plasma-filled magazine holds enough ammo for 160 shots. The plasma ammo is drawn from Stroyent, and you can refill your plasma by picking up Stroyent Cells distributed by a Strogg Technician, or draining your own health with a Stroyent transfer.

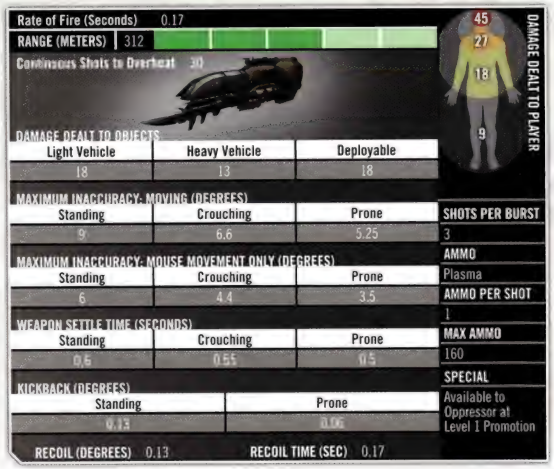
The Infiltrator and Oppressor can utilize an Accurized Lacerator equipped with a scope, and the Constructor gets a version with a Plasma Grenade Launcher attached. (See stats for both variants in this section.) The Lacerator is roughly analogous to the GDF's own Assault Rifle, but it is not identical. It is slightly more damaging, has a slightly slower rate of fire, and of course, uses an entirely different ammunition system.

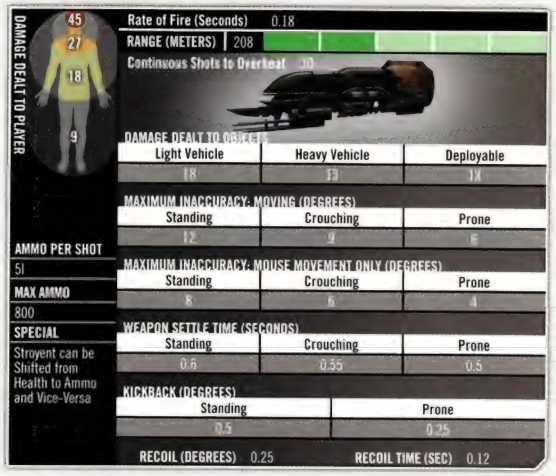
As with the Assault Rifle, the Lacerator should be a comfortable default weapon with most any class. It works quite well for short and mid range engagements, and it can be used at a distance in a pinch.



ACCURIZED LACERATOR (WITH SCOPE)

The scoped or "accurized" Lacerator is available only to the Infiltrator class to start; the Oppressor gains access to it at a Level 1 class promotion. This gun has 50% more range than the regular Lacerator. Note that when you activate the scope, the gun fires no more than short, three-shot bursts, minimizing kickback and increasing accuracy. The Accurized Lacerator is an excellent upgrade to the basic model, ideal for mid range to mid-long range combat, and is much better at a distance than the basic Lacerator.





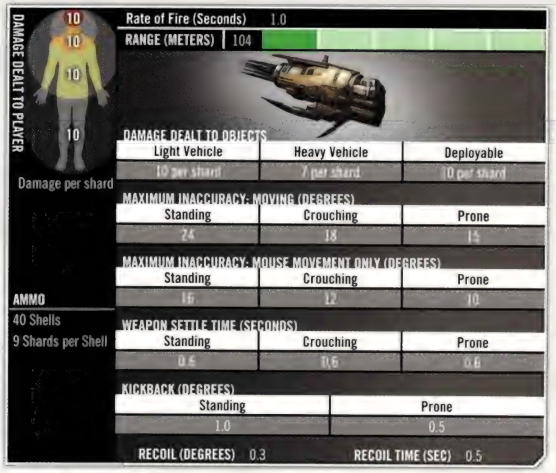
LACERATOR (WITH PLASMA LAUNCHER)

The Lacerator with Plasma Launcher attachment is available only to the Constructor class after you earn the Level 1 promotion. Note that the regular Lacerator plasma projectile and the attached launcher's plasma grenades both draw from the same ammo store of 800 Stroyent. Regular Lacerator shots in this configuration use up 5 ammo per shot, giving you the usual 160 shots. But Plasma grenades use 80 ammo per shot, so you get only ten shots with the plasma launcher. Use it wisely!

The Plasma Grenades tossed by this upgraded weapon are useful for disabling deployables, and can be handy against infantry in closed quarters or interior areas, but they are not especially useful against mobile vehicles or infantry, since their bouncing is rather erratic.

PLASMA LAUNCHER STATS

AMMO	Rate of Fire (Seconds) 3.5		
10 Plasma Grenades	RANGE (METERS) Variable (Roll Distance Depends on Terrain)		
80 Ammo per Grenade	DAMAGE DEALT TO TARGET (DAMAGE & SPLASH)		
SPECIAL	Player	Any Vehicle	Deployable
Available to Constructor with Level 1 Class Promotion	170	600	850
	KICKBACK (DEGREES)		
	Standing	Prone	
	0.5	0.25	
	RECOIL (DEGREES) 0.25	RECOIL TIME (SEC) 0.18	

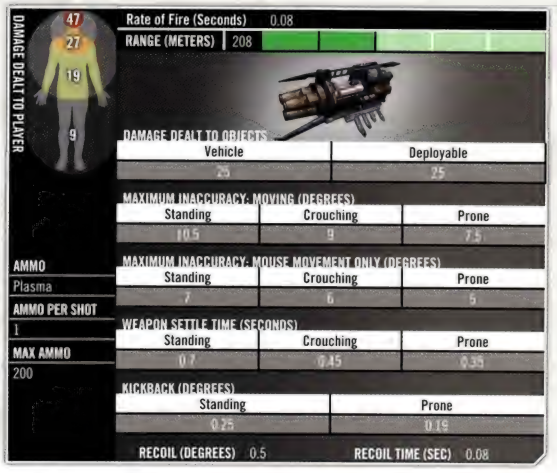


NAILGUN

The Nailgun is brutal at short range, firing a blast that sprays nine metal shards in a tight spread. Each shard inflicts its own damage, so if all nine strike the target, they inflict serious damage. Note that all Nailgun shards inflict the same damage regardless of where they strike an opponent. You don't get bonus damage for a headshot, or reduced damage for a leg hit.

The Nailgun is available to the Aggressor, Technician, and Constructor classes as a primary weapon choice. It's generally a wise choice for maps that force close-range or interior fighting. Heavy urban areas, Objectives with cover, or any Objectives that involve fighting indoors are all prime areas for Nailgun usage.

Because the GDF shotgun has to be reloaded one shell at a time, the Nailgun frequently enjoys superiority in terms of number of shots that can be fired continuously over any period of time. As long as you aren't constantly firing the Nailgun, it cools down quickly enough to be used on a new target with no heat built up at all.



HYPERBLASTER

The rapid-firing Hyperblaster is a primary weapon selection available only to the Strogg Aggressor class. It can be fired while standing upright, but it's far more accurate and effective when used in the prone position.

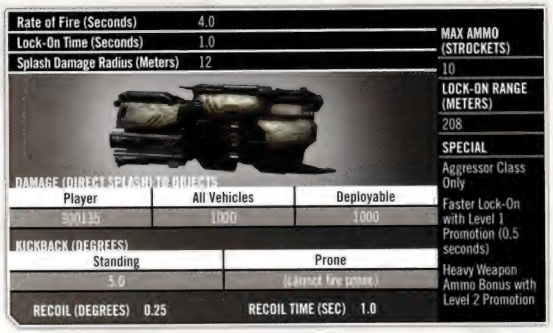
In comparison with the GDF's GPMG, the Hyperblaster is considerably more accurate when standing. It still isn't the ideal position to be using it, but while the GPMG tends to wildly spray bullets while standing, the Hyperblaster can manage to lethal cone of fire. In exchange for this advantage, the Hyperblaster has a slight spin-up time before it begins firing.

This weapon is best used with at least one additional infantry player supporting you, so that you can find a spot to crouch or go prone and lay down a lethal field of fire, without worrying about your unprotected flanks. It is ideal in circumstances where you must face a rush of GDF infantry, especially if the terrain around an Objective dictates that they must come from a specific direction.

The Hyperblaster is a heavy weapon, and as such, slows your movement while it is equipped. During infantry heavy battles, or in certain interior Objectives, the Hyperblaster is an ideal weapon choice. It can also inflict heavy damage on light vehicles or deployables if needed.

OBLITERATOR

The Obliterator is a primary weapon selection that is only available to the Strogg Aggressor class. The Obliterator is one of the few Strogg weapons that is nearly identical in function to the GDF version, it is the Strogg's heavy rocket launcher, anti-vehicle/deployable weapon. Just like the Rocket Launcher, it can lock on to vehicles or deployables, or be used in dumbfire mode. It is a heavy weapon that slows your movement, and it is best used against hard targets, or infantry in cramped terrain, rather than in open firefights.



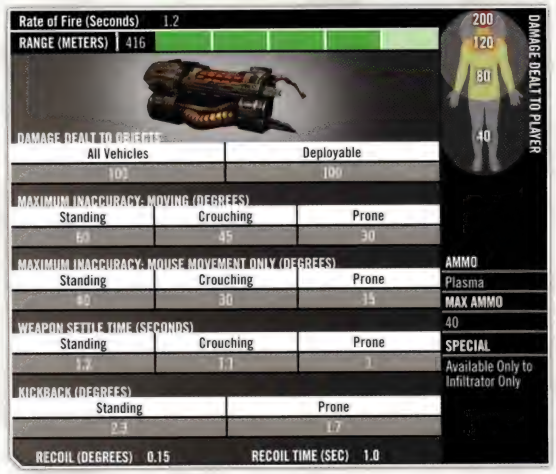
RAILGUN

The Railgun is a primary weapon that is only available to the Strogg Infiltrator class. It is the Strogg equivalent of a Sniper Rifle, with its scope mode and long-range accuracy.

In most ways the Railgun is similar to the GDF Sniper Rifle, but it does have one important (and unfortunate) distinction. Rather than a rather difficult to detect tracer trail, the Railgun leaves a visible glowing orange arc of fire from the supersonic projectile in the air. This arc makes it easy for GDF troops to locate your position, which can be rather undesirable when sniping at a distance.

On the upshot, as an Infiltrator, you have access to a personal teleporter that allows you to reach terrain that a Covert Ops usually can not. In some cases, this includes terrain that is all but inaccessible to GDF troops; so in some situations, even if they know where you are, they can't get rid of you without some determined effort.

Unlike the Sniper Rifle, the Railgun can fire before it has fully reloaded from a shot. While the coils are still cooling down from a shot, you can fire again at reduced power. If you have only allowed the Railgun to cool half way, you inflict about half damage, and so on, proportionally for any amount of cooling.

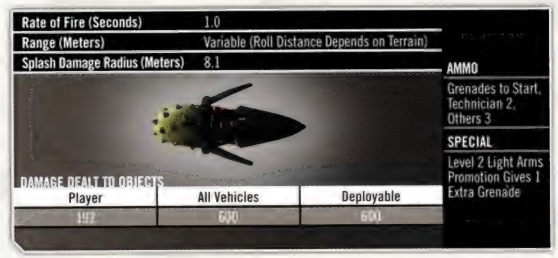


SHRAPNEL GRENADES

Shrapnel Grenades are available to all classes except the Infiltrator, who carries the Scrambler variety of grenade for EMP knockout of vehicles and deployables. (See the Scrambler Grenades entry.) Each class starts with three grenades except for the Technician, who starts with two.

Shrapnel grenades are similar to Fragmentation grenades in most respects, except that the alt-fire sticky mode can be very handy as an impromptu trap. Bait some GDF troops into following you, then drop a sticky bomb attached at head height to a nearby wall or other surface. If timed well, the explosion is usually fatal to any pursuing infantry.

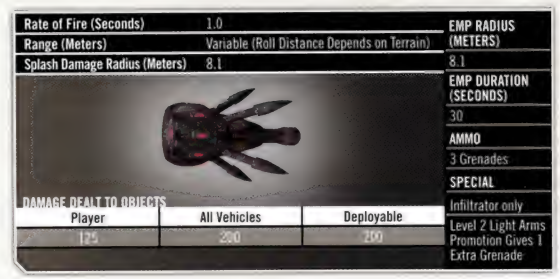
The alt-fire turns the Shrapnel Grenade into a sticky grenade that you can fling and stick to walls, vehicles, deployables—any surface, even enemy soldiers! Sticking the grenade to deployables is quite handy, as it maximizes the damage dealt and the blast occurs at point blank range every time.



SCRAMBLER GRENADES

Only the Strogg Infiltrator equips Scrambler Grenades; he starts with three. Note that the Alt-Fire mode turns the Scrambler into a sticky grenade that you can fling and stick on vehicles or turrets.

The Scrambler grenades are the Strogg's version of the EMP grenade, allowing them to disable deployables and vehicles. The Scrambler Grenades also benefit from the sticky tech that the Shrapnel Grenades have, allowing you to directly attach Scramblers to mobile vehicles, or firmly stick to a deployable. Scrambler Grenades disable vehicles or deployables for 30 seconds, and shut down a vehicle's weapons for about 5 seconds.



BATTLEFIELD GEAR

PLASMA CHARGE

Only the Strogg Aggressor carries Plasma Charges, making them the only class that can carry out Strogg "Destroy" Objectives. Once planted, a charge must be armed within 30 seconds by the Aggressor's Arming Tool, or else the charge is automatically returned to your weapons satchel. Once armed, a Plasma Charge takes 40 seconds to detonate.

After an Aggressor places a Plasma Charge, you must arm the charge with your Repair Drone. If you don't, the charge automatically returns to your weapon satchel after 30 seconds. Also remember that after your Aggressor arms a Plasma Charge, he cannot disarm it before it detonates.

The Plasma Charge is essentially identical in function to the Soldier's H.E. Charge, and the same nasty tricks can be performed with it. Stick it to a Titan, Trojan, Armadillo, or Bumblebee, and watch the fireworks when unfortunate GDF troops ride the mobile bomb to a fiery end.

During missions with Destroy Objectives, the Plasma Charge is vital for completing the Objective, and frequently, charges can also be used to blast open secondary Objectives to open alternate routes into an Objective area.

AMMO	Recharge Time (Seconds) 40
Unlimited	
ARM TIME (SECONDS)	
4	
TIME TO DETONATION	
40	
SPLASH DAMAGE RADIUS	
13 Meters	
SPECIAL	
Aggressor Only	
25% Faster Arming after Level 3 Class Promotion	

DAMAGE (SPLASH) DEALT

Player	All Vehicles	Deployable	Destroy Objectives
4000	4000	5000	5000

ARMING TOOL

Only the Strogg Aggressor carries an Arming Tool, used specifically for arming Plasma Charges. Note that the Aggressor cannot use his Arming Tool to disarm H.E. Charges placed by GDF Soldiers. Only the Strogg Constructor can disarm enemy charges, using his Repair/Disarm Tool.

STROYENT TOOL (STROYENT EXTRACTION/CREATE SPAWN HOST)

The Technician's Stroyent Tool revives fellow Strogg soldiers who've fallen in battle. The tool has one other insidious use—to transform fallen enemy soldiers into Spawn Hosts. The Stroyent Tool is an extremely powerful device, and proper use of it can turn the tide of battle during any Objective battle that involves a lot of infantry combat.

First of all, the tool can be used to revive fallen Strogg infantry who are unconscious and not dead, much like the Medic's Defibrillators. However, unlike the GDF Medic, the Strogg's revival is not as quick, and requires a few seconds to utilize. As a result, combat revival is difficult or impossible while under fire.

However, to make up for this slight disadvantage, the Strogg Technician can create Spawn Hosts, using the bodies of fallen GDF soldiers. These Spawn Hosts are actually individual spawn points that can be used by any Strogg teammate! Even the Technician that creates such a host can activate it (by pressing the Use button while looking at the Spawn Host).

Once a Spawn Host has been activated, it is treated as that player's new spawn point, just like a normal spawn point.

However, the reason these Spawn Hosts are so powerful should be fairly obvious. Bodies of GDF infantry tend to accumulate around key Objectives and this naturally means that Spawn Hosts accumulate right around the Objective. Rather than reappearing back at a Strogg spawn point that could be as much as 20 seconds away, you can reappear right in the battle with no delay at all.

Spawn Hosts can be just as powerful on offense. Having several key Strogg classes respawn near an Objective can spell the end of a GDF defense. In addition, there is no limit to the number of Spawn Hosts that can be created, so if the GDF troops are not cautious about assaulting a defended strongpoint, many extra hosts can be created, and should a teammate fall and use up one Spawn Host, another can quickly be activated, guaranteeing that the entire Strogg infantry force always immediately respawns in the vicinity of the Objective.

Spawn Hosts are powerful, but they require a few seconds to create, and can be destroyed by a Medic's Defibrillators. However, that is the only way they can be destroyed; even powerful explosives have no impact on them. Be sure to make use of Spawn Hosts when playing as a Technician, and alert your teammates when extra Spawn Hosts have been created.

SPECIAL	Revive Time (Seconds) 7.0
Technician Only	
Faster Revive at Level 3 Promotion (Roughly 2.2 Seconds)	
Full Revive at Level 4 Promotion	

STROYENT CELLS

Only the Strogg Technician class can carry and distribute Stroyent Cells. Just like the Medic's MedPacks, the Technician can initially distribute 4 Cells at most, until the level 1 class promotion grants increased Stroyent supply.

Stroyent Cells are the rough equivalent of GDF MedPacks, with an important addition. They restore Stroyent rather than health or ammo, as the GDF MedPacks or Ammo Packs do, and can be used to restore and resupply Strogg teammates simultaneously.

AMMO RESTORED BY ONE CELL	
Lacerator	40
Lightning Pistol	200
Nailgun	10
Obliterator	2
Hyperblaster	50
Railgun	10

Stroyent Cells should be liberally distributed any time you are in the vicinity of a defensive strongpoint, and they are also important on offense, to resupply Obliterator ammunition, and to create a health pool on the ground in a staging area before an infantry assault. Multiple Technicians distributing Stroyent Cells constantly can greatly increase the defensive power of a group of Strogg infantry, so be sure to use them constantly when playing as a Technician.

CELL SLOTS	Recharge Time Per Slot (Seconds) 7
4	Health Restored by One Cell 25
TOTAL CELLS AVAILABLE	
Unlimited	
CELL LIFESPAN (SECONDS)	
30	
SPECIAL	
Technician Only	
More Cells at Level 1 Class Promotion	

TOSS TIME (SECONDS) 1.0

REPAIR/DISARM DRONE

Only the Strogg Constructor class carries this tool, making them the only class that can carry out Strogg "Construct" Objectives. This is the only device that can disarm Soldier H.E. Charges as well.

Note that with Level 2 promotion, the Technician's arm-mounted drone gains flying ability. You can lock-on to damaged Strogg vehicles or deployables and send the drone to repair them automatically. Flying Repair Drones cannot complete Construct Objectives or disarm enemy explosives, however; Strogg Technicians must still complete that work manually.

While the Constructor's repair drone is similar to the Engineer's repair tool, it has a significant difference once the Constructor gains the remote drone upgrade. The flying drone allows you to repair a deployable or vehicle and stay in the fight at the same time, which makes the Constructor an even more powerful defensive or offensive vehicle class once the upgrade is acquired.

To use the upgraded flying drone, simply target a friendly deployable or vehicle for a few seconds until a lock is acquired, then fire the drone to do its work. Note that while it is away repairing, you of course cannot use it to arm mines or repair other items!

DEPLOY TOOL

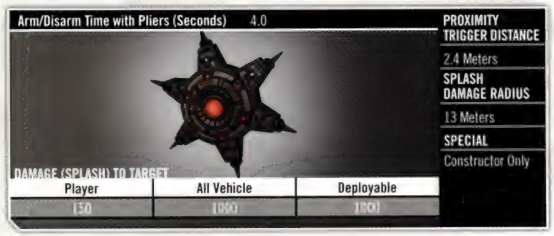
The Strogg Constructor, Oppressor, and Infiltrator classes all use the Deploy Tool to call down deployables. Constructors use it to place defense turrets, Oppressors use it to place artillery pieces, and Infiltrators use it to deploy Strogg PSI-Radar.

The Strogg Deploy Tool functions identically to the GDF version, simply activate it and choose a targeted area to place a turret, artillery piece, or radar. You can cycle through available turrets or artillery types with the next and previous weapon buttons.

TRINOCULARS

The Strogg Trinoculars are simply used for image amplification of distant targets, useful for observing an Objective from a safe distance.

GRAV MINE



Only a Strogg Constructor can place Grav Mines. You can plant these mines in two ways. Use the Fire button to set a proximity mine which explodes when any GDF soldier or vehicle gets within roughly 2.4 meters of its location. Alternately, you can use Alt-Fire to plant the Grav Mine on a vertical surface as a tripwire mine; this works only in locations (such as narrow passages and especially doorways) where the mine's light beam tripwire can hit a parallel, opposite surface nearby.

Important: After your Strogg Constructor places a Grav Mine, you must arm it with his Repair/Disarm Drone. If you don't, the mine will automatically return to your weapon satchel after 30 seconds. Also, remember that after your Constructor arms a Land Mine, he can disarm it later with his Repair/Disarm Drone.

All of the advice that applies for GDF Mines applies to Strogg Grav Mines as well. These spidery looking contraptions are just as lethal, and just as potent for Objective defense. Remember to plant them near head height whenever possible—but watch out for GDF sneaking in prone or crouching under Tripmines!

ORBITAL STRIKE BEACON (VIOLATOR)

When you deploy the Violator Beacon, it calls down a Violator orbital strike that begins approximately 4 seconds after deployment. The massive beam's destructive path moves perpendicular to the direction that you tossed the beacon. After you place a beacon, you need 60 seconds of recharge time before you can place another one.

The Oppressor's Violator Beacon is similar to the Field Op's Air strike Marker, but the orbital bombardment that ensues is a bit different (and quite spectacular). Rather than calling in aircraft to carpet bomb the area, the Violator sends a signal to the orbiting Strogg fleet, which lays down a devastating orbital bombardment. This is an immense beam of energy that rips across the ground, leveling anything in its path.

The Violator functions a bit differently than the air strike because the powerful beam takes several seconds to cover the terrain that the air strike covers instantly. As a result, it acts as a suppressive weapon, rather like the basic artillery barrage, because it is completely unsafe for any infantry or vehicles to be in the area for the duration of the bombardment.

The upshot of this effect is that it can cause GDF troops to scatter from the affected area. The downside is that it can be avoided. Keep this effect in mind when you toss the beacon, you should generally assume that alert GDF infantry in an area with unobstructed line of sight will evade the beam, but you can still use it to fulfill its primary purpose—clearing out infantry and destroying deployables, particularly AATs.

TACTICAL SHIELD

Only the Strogg Oppressor can deploy a Tactical Shield. The shield is upgraded when an Oppressor gains a Level 2 promotion. Initially it sponges up about 450 damage, and after acquiring the Oppressor upgrade, 600 damage.

It takes one grenade or about 30 shots from a GDF Assault Rifle or Pistol to destroy a basic Strogg Tactical Shield. You can place up to two shields immediately; the two shield slots are recharged consecutively, taking 15 seconds apiece. Once placed, a Tactical Shields lasts 40 seconds. Although Strogg soldiers can walk right through the shield, it absorbs all incoming and outgoing fire—your shield will block your own shots.

The Tactical Shield is a unique device granted to the Strogg Oppressor in place of the GDF's Ammo Packs ability. This shield is useful during Construct or Destroy Objectives, since you can plant it near the friendly Aggressor or Constructor to protect them from distant GDF shots. It can't stop the GDF infantry from walking through it and attacking them up close, but it can give your teammate precious seconds to plant an explosive charge or build a vital Objective.

The Tactical Shield can also be 'stuck' to the outside of Strogg vehicles, creating an added damage barrier, which can be useful to soak up a bit of small arms fire or a single more powerful shot from another vehicle. Dropping the Tactical Shield to screen Technicians in the field is also highly effective, as they can use the cover to create Spawn Hosts or revive fallen Strogg, while distant GDF can do little to harm them.

The Tactical Shield is also very helpful for "disabling" GDF turrets by blocking their line of sight, and it can help to provide cover on a ground approach to an area that has little or no real cover.

TARGET TOOL

The Strogg Oppressor class carries a Target Tool for incoming artillery strikes. With this the laser targeting device, you "lase" a spot or an individual enemy unit for 4 seconds to lock in the target coordinates. Then get out of the blast radius before the barrage begins.

Obviously, your Oppressor must deploy an artillery battery (Plasma Mortar, Rail Howitzer, or Dark Matter Cannon) before the targeting tool can designate a target and call in a strike.

FLYER DRONE

Flight Time (Seconds)	30
Splash Damage (Meters)	4
Damage (Splash) to All Targets	200
SPECIAL	Infiltrator Only

After an Infiltrator releases a Flyer Drone, the drone has approximately 30 seconds of flight time until it automatically self-destructs. Detonate the drone manually by pressing the Fire button again. The Flyer Drone is one of the Infiltrator's unique devices, and is actually used during the Volcano mission as a key component in the final primary Objective. The flying Drone is a devastating explosive in an airborne body, and it can be manually guided into a pack of GDF infantry and detonated with lethal results.

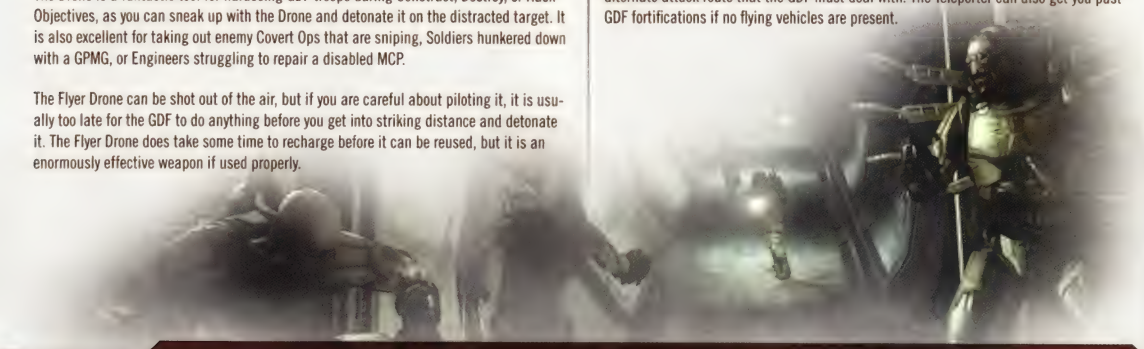
The Drone is a fantastic tool for harassing GDF troops during Construct, Destroy, or Hack Objectives, as you can sneak up with the Drone and detonate it on the distracted target. It is also excellent for taking out enemy Covert Ops that are sniping, Soldiers hunkered down with a GPMG, or Engineers struggling to repair a disabled MCP.

The Flyer Drone can be shot out of the air, but if you are careful about piloting it, it is usually too late for the GDF to do anything before you get into striking distance and detonate it. The Flyer Drone does take some time to recharge before it can be reused, but it is an enormously effective weapon if used properly.

TELEPORTER

The Teleporter allows an Infiltrator access to the high ledges, building tops, and passage across rough terrain. One benefit of using the Teleporter rather than the Icarus is, of course, stealth. It is usually both noisy and noticeable when you enter a combat zone in an Icarus, but if you sneak in (even better if you're disguised), you can teleport up to a difficult to reach location, and begin sniping or dropping constant Flyer Drones on the GDF troops.

There is one other handy and unique use for the Teleporter. On a variety of indoor Objectives, it is possible to use the Teleporter to squeeze in through a vent or narrow opening that no other class in the game can possibly get through, in some cases opening up an alternate attack route that the GDF must deal with. The Teleporter can also get you past GDF fortifications if no flying vehicles are present.



STROGG VEHICLES

The Strogg have access to fewer vehicles than the GDF overall, and noticeably fewer mass transport vehicles. In exchange, they have access to the superb individual transport in the form of the Icarus, which can be used to place Strogg troops in highly favorable terrain, and function as decent weapons in their own right.

The awesome Cyclops is the supreme heavy vehicle in the game, and the Desecrator is a very maneuverable light tank. Both vehicles can enter siege mode (by crouching) to lay down shots even more rapidly, making them ideal for providing suppressive fire from a distance. The Hog is a very quick vehicle that can transport two Strogg troops, and its ramming ability can inflict surprisingly large damage at high speeds to GDF vehicles or deployables.

HP	160
WHEEL HP (A PIECE)	N/A
PASSENGERS	1
ARMOR	Light
RESPAWN AFTER DESTROYED (SECONDS)	10
DECAY AFTER ABANDONED (SECONDS)	20
TOP SPEED	40

WEAPON STATS: STROYBOMB LAUNCHER

Rate of Fire (Seconds)	0.1
RANGE (METERS)	Variable (Roll Distance Depends on Terrain)

Bomb Fuse (Seconds)	Damage Radius
2.5	5.5 Meters

DAMAGE DEALT TO TARGET

Player	Vehivle
192	400
Deployable	Ammo
400	Infinite

ICARUS GRAVPACK

The Icarus antigravity backpack transports only one passenger. It comes equipped with a Stroybomb launcher which fires unlimited plasma blobs that bounce and explode after 2.5 seconds.

The Icarus is a fantastic single infantry transport vehicle, as it allows any Strogg access to virtually any point anywhere on any map whatsoever. It is even small enough to fly around indoors, allowing you to bypass stairs and quickly reach the upper levels of any large interior area.

The Icarus's Stroybombs are also decent weapons, good enough to suppress infantry indoors, harass vehicles outdoors, and do good damage against deployables that can be very hard to stop if the attack is performed from terrain that GDF footsloggers simply cannot reach.

The Icarus has similar vulnerabilities as the GDF's Husky, in that you can be shot at while wearing the gravpack, but it is much harder to hit an Icarus target that is bouncing around in the air.

The Icarus's antigravity drive only provides enough lift for short leaps across terrain, but it is possible to slide down steep slopes, picking up speed, and translating that momentum into ever greater forward jumps, which let you cover vast distances quickly—and usually safely. Abuse the Icarus, since its flying power is a significant boon for the Strogg forces.

HOG SCOUT VEHICLE

The Hog holds a Driver and a Gunner who mans a Hyperblaster. The vehicle also has a heavy Ram Shield attached to the front giving it a deadly ramming attack capability. Power up the shield with the Boost button as you accelerate forward.

The Hog is a great rapid transport vehicle. It is very lightly armored, and should not be used for significant close quarters combat, but the ramming shield can be used to inflict grievous damage if you pick up substantial speed before hitting your target—you can even take out the Titan!

Generally, the Hog is useful to quickly reach a destination at the start of a map, since it travels more quickly than the Icarus over all but rough terrain, and carrying two, it's the closest thing the Strogg have to a transport vehicle.

After the initial position rush, the Hog is still useful both for rapid transit, and for ramming unsuspecting GDF vehicles and deployables. It can easily disable turrets or artillery, and will destroy Armadillos, Huskies, or even the Trojan with ease. The Titan tends to be rather hit or miss. That is, if you get hit, you're definitely going to miss, as the Titan's main cannon can destroy the Hog in one shot.

The Hog's Hyperblaster is a decent weapon against infantry or even the Anansi, just don't stay in the vehicle too long if you attract a lot of attention, or you're not going to be around to enjoy it.

RAM COLLISION DAMAGE (WHILE BOOSTED) TO TARGET

Player	Vehicle	Deployable
200	500	200

WEAPON STATS: MOUNTED HYPERBLASTER

Rate of Fire (Seconds) 0.1
RANGE (METERS) 208

DAMAGE DEALT TO PLAYER

Head	Neck	Body	Legs
47	28	19	9

DAMAGE DEALT TO OBJECTS

Vehicle	Deployable
75	75
Ammo Per Shot	**Max Ammo**
1	Unlimited (No Overheat)

DESECRATOR HOVER TANK

The Desecrator seats two, a Driver who controls the Heavy Plasma Cannon, and a gunner manning the mounted Hyperblaster. Note that both weapons have full 360-degree rotation, but the vertical tilt of both is limited.

The Desecrator is an interesting vehicle, as it is a relatively lightly armored tank, but it can enter siege mode by "crouching". After pressing the crouch button, the Desecrator settles onto the ground, lowering its profile, and stabilizing it, allowing the main Plasma Cannon to fire more rapidly.

Siege mode is very useful for getting behind the cover of some terrain or other obstacles, and continuously bombarding a fixed position, either a GDF defensive force, or the primary route for the GDF offense.

When normally hovering, the Desecrator is exceptionally maneuverable, and can easily move over rough terrain, and even float over water. In addition, if you use the 'lean' buttons while driving the Desecrator, it can actually strafe from side to side—a handy trick that can give you the edge in a fight against the Titan.

The Desecrator can't stand up to the Titan in a one on one fight unless you make use of its maneuverability, or get the jump on it while in Siege mode and in favorable terrain. Instead, go after the other GDF light vehicles, and try to get into Siege mode at a comfortable distance from a GDF position to bombard their infantry and deployables.

Because the Desecrator has a fairly smooth ride, the turret mounted Hyperblaster can usually be used to good effect, though you need to be fairly close to infantry to use it, which puts the lightly armored tank at greater risk of destruction.

WEAPON STATS: MOUNTED HYPERBLASTER

Rate of Fire (Seconds) 0.1
RANGE (METERS) 208

DAMAGE DEALT TO PLAYER

Head	Neck	Body	Legs
47	28	19	9

DAMAGE DEALT TO OBJECTS

Vehicle	Deployable
75	75
Ammo Per Shot	**Max Ammo**
1	Unlimited (No Overheat)

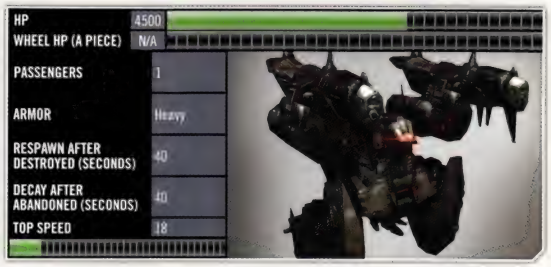
WEAPON STATS: HEAVY PLASMA CANNON

Rate of Fire (Seconds) 4.0 (2.0 in Siege Mode)
SPLASH DAMAGE RADIUS (METERS) 6.5

DAMAGE DEALT TO OBJECTS

Player		Vehicle	
Direct	Splash	Direct	Splash
150	150	1000	500
Deployable		**Ammo Per Shot**	
Direct	Splash	1	
700	350		
Max Ammo		**Range (Meters)**	
Unlimited (No overheat)		Special 1.6 second fuse	

CYCLOPS HEAVY WALKER



HP	4500
WHEEL HP (A PIECE)	N/A
PASSENGERS	1
ARMOR	Heavy
RESPAWN AFTER DESTROYED (SECONDS)	40
DECAY AFTER ABANDONED (SECONDS)	40
TOP SPEED	18

WEAPON STATS: HEAVY PLASMA CANNON

Rate of Fire Standing/ Crouched (Seconds)	2.0 (1.5 in Siege Mode)
Plasma Fuse (Seconds)	2.0
SPLASH DAMAGE RADIUS (METERS)	6.5

DAMAGE DEALT TO PLAYER

Direct	Splash
150	150

DAMAGE DEALT TO OBJECTS

Player		Vehicle	
Direct	Splash	Direct	Splash
150	150	1000	500
Deployable		Ammo Per Shot	
Direct	Splash		
700	350	1	
Max Ammo		Range (Meters)	
Unlimited (No overheat)		Special: 1.6 second Fuse	

SPECIAL: STOMP ATTACK!

Damage Radius (Meters)	19.5

DAMAGE DEALT TO PLAYER

Head	Neck	Body	Legs
300	300	100	100

DAMAGE DEALT TO OBJECTS

All Vehicles	Deployable
200	7%

The awesome Cyclops walker is an extremely powerful heavy vehicle, ideal for assaulting fortified enemy positions. In Siege mode, its twin Heavy Plasma Cannons can fire rapidly, unleashing a heavy payload of destruction on any target unfortunate enough to get caught in the barrage.

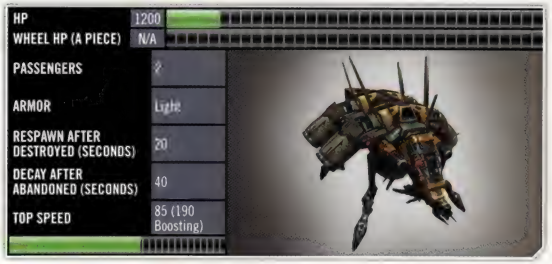
Keep in mind that the Cyclops's shoulder mounted cannons alternately fire from the left and the right, which can have an effect on where you can hit. The weapons are offset, so it is possible to shoot around corners, or make use of greater cover at the cost of half of your shots.

The Cyclops can unleash a deadly crushing stomp by pressing the jump button, damaging anything on the ground in the area, and instantly killing any infantry foolish enough to get too close. Its primary weak point is its mobility. As a large and heavy walker, it moves slowly from place to place, turns even slower, and is so large that it sometimes cannot enter rough terrain.

The Cyclops is best used either from a distance in siege mode, firing continuously on a GDF position, or in close support, where its bulk is as much of a psychological deterrent as it is a real threat. It is important that the Cyclops is protected by at least a few Strogg infantry or more maneuverable vehicles. Much like the air-to-air battle can be won by just an extra Aggressor fighting the GDF Anansi, team support makes the Cyclops a far nastier weapon.

The Cyclops is one of the best vehicles for a Constructor pilot, as its huge health and large bulk make it easy to repair, even in combat. It can be used as a physical shield while repairs are under way and, unless it is under very heavy fire, you can usually repair it more quickly than it takes damage.

TORMENTOR ATTACK CRAFT



HP	1200
WHEEL HP (A PIECE)	N/A
PASSENGERS	2
ARMOR	Light
RESPAWN AFTER DESTROYED (SECONDS)	20
DECAY AFTER ABANDONED (SECONDS)	40
TOP SPEED	85 (190 Boosting)

WEAPON STATS: MOUNTED HYPERBLASTER

Rate of Fire (Seconds)	0.1
RANGE (METERS)	208

DAMAGE DEALT TO PLAYER

Head	Neck	Body	Legs
47	28	19	9

DAMAGE DEALT TO OBJECTS

Vehicle	Deployable
25	25
Ammo Per Shot	Max Ammo
1	Unlimited (No Overheat)

WEAPON STATS: LIGHT PLASMA CANNON

Rate of Fire (Seconds)	0.5
Plasma Fuse (Seconds)	1.6
SPLASH DAMAGE RADIUS (METERS)	6.5

DAMAGE DEALT TO OBJECTS

Player		Vehicle	
Direct	Splash	Direct	Splash
150	100	300	150
Deployable		Ammo Per Shot	
Direct	Splash		
300	150	1	
Max Ammo		Range (Meters)	
Unlimited (No overheat)		Special: 1.6 second Fuse	

WEAPON STATS: STROCKERS

Rate of Fire (Seconds)	4
Plasma Fuse (Seconds)	4
Lock-On Range (Meters)	208
SPLASH DAMAGE RADIUS (METERS)	13

DAMAGE DEALT TO OBJECTS

Player		Vehicle	
Direct	Splash	Direct	Splash
300	135	1000	1000
Deployable		Ammo Per Shot	
Direct	Splash		
1000	1000	[illegible]	

The Tormentor Attack Craft seats two. The Driver not only pilots the craft, but also mans the craft's heavy weaponry, toggling between a Light Plasma Cannon and a powerful Strocket launcher. The Tormentor Gunner controls a Hyperblaster mounted on bottom of the craft.

The Tormentor's Strockets can function as "smart" weapons. When you target an enemy vehicle or deployable with Strockets, they lock on after a second, homing in on the target. This is sometimes useful against ground targets that are unmanned, but be aware that just like locking on with rockets, locking on with the Strockets allows a manned vehicle to use decoys to evade the projectile.

The Tormentor is the Strogg's air force, and it is similar to the GDF Anansi in terms of battlefield role, if not in terms of control.

The Tormentor's hover technology makes it a more maneuverable craft than the Anansi, at the cost of some top speed—the Anansi can reach breakneck speeds in a straight line, but the Tormentor can maneuver at low speeds somewhat better.

In battle, a fight between the two craft usually comes down to the more skilled pilot, and the assistance of Aggressors armed with Obliterators is a huge asset. The Strogg lack the assistance of the Trojan for anti-air, so it is even more important that the Tormentor be supported by infantry if the GDF have more skilled pilots.

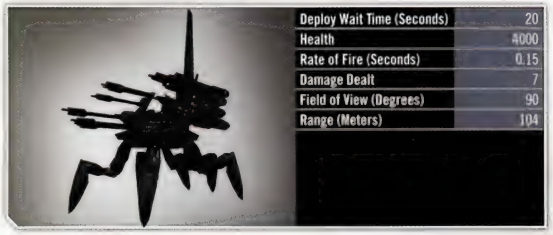
The Tormentor's underbelly Hyperblaster is somewhat easier to use than the Anansi's minigun, due to its steady hover, but just like the Anansi, hovering over an infantry battle is a quick way to get shot to pieces by massed Assault Rifle fire.

STROGG DEPLOYABLES

TURRETS (CONSTRUCTOR)

The Strogg turrets have a different appearance than the GDF equivalents (and a cool entrance, as they slam into the ground, dropped from orbit), but they are functionally identical. Just like the GDF versions, there are APTs, AVTs, and an AIT for artillery protection.

"SHREDDER" ANTI-PERSONNEL TURRET



Deploy Wait Time (Seconds)	20
Health	4000
Rate of Fire (Seconds)	0.15
Damage Dealt	7
Field of View (Degrees)	90
Range (Meters)	104

The Shredder is the Strogg Anti-Personnel deployable. Set it up overlooking high-traffic infantry areas to get the best effect, or to use as a defensive option against a rush of foot troops.

"TROLL" ANTI-VEHICLE TURRET

Deploy Wait Time (Seconds)	25
Health	4000
Rate of Fire (Seconds)	1.25
Splash Damage Radius (Meters)	6.5
Field of View	50°
Range (Meters)	208

DAMAGE (SPLASH) TO TARGET

Player		Vehicle		Deployable	
Direct	Splash	Direct	Splash	Direct	Splash
150	150	750	475	500	250

The Strogg Anti-Vehicle Turret has target-lock capability; its missiles can lock onto targets up to 312 meters away. The homing missile's detonation can inflict splash damage to any target within the blast radius.

ARTILLERY

As with the turrets, the Strogg artillery is functionally identical piece for piece. The Rail Howitzer is useful for saturating and suppressing an area, the awesome Dark Matter Cannon can level an entire area, and the Plasma Mortar is valuable for when you just have to take out a highly irritating GDF vehicle.

RAIL HOWITZER

Deploy Wait Time (Seconds)	20
Health	3000
Shells per Salvo	10
Target Lock Time (Seconds)	4
Splash Damage Radius (Meters)	19.5
Damage to All Targets (Direct & Splash)	1000
Range (Meters)	Unlimited
Special	Reduced Fire-Support Reload with Level 4 Promotion

RELOAD TIME (SECONDS)

Regular	Upgraded
60	45

At the start, it takes 60 seconds after you lock in a Rail Howitzer strike before you can call in another strike. But after your Field Ops earns a Level 4 promotion, that "reload" time drops to just 45 seconds.

PLASMA MORTAR

Deploy Wait Time (Seconds)	25
Health	3000
Plasma Slugs per Salvo	6
Target Lock Time (Seconds)	4
Splash Damage Radius (Meters)	13
Reload Time (Seconds)	60
Range (Meters)	Unlimited
Special	Reduced Fire-Support Reload with Level 4 Promotion

DAMAGE TO ALL TARGETS

Direct	Splash
1000	500

At the start, it takes 60 seconds after you lock in a Plasma Mortar strike before you can call in another strike. But after your Field Ops earns a Level 4 promotion, that "reload" time drops to just 45 seconds. The Strogg Plasma Mortar projectiles fire and travel more slowly than their Rocket Artillery counterparts on the GDF side, you need to be aware of this when manually directing the mortar fire, as it is slightly more difficult to hit fast moving targets.

"ABSORBER" ARTILLERY-INTERCEPTOR TURRET

Deploy Wait Time (Seconds)	55
Health	4000
Damage	Instant Kill of Incoming Ordnance
Field of View	360°
Range (Meters)	About 90 meters around it

The Absorber intercepts incoming enemy artillery and should be deployed around important deployable groupings or high-traffic areas for friendlies.

DARK MATTER CANNON

Deploy Wait Time (Seconds)	25
Health	3000
Projectiles per Salvo	1
Target Lock Time (Seconds)	4
Splash Damage Radius (Meters)	52
Damage to All Targets (Direct & Splash)	4000
Reload Time (Seconds)	60
Range (Meters)	Unlimited
Special	Reduced Fire-Support Reload with Level 4 Promotion

At the start, it takes 60 seconds after you lock in a Dark Matter Cannon strike before you can call in another strike. But after your Field Ops earns a Level 4 promotion, that "reload" time drops to just 45 seconds.

RADAR

PSI-RADAR

Health	3000
Deploy Wait Time (Seconds)	20
Detection Radius (Meters)	216
Special	Radar Enhanced at Level 2 Promotion

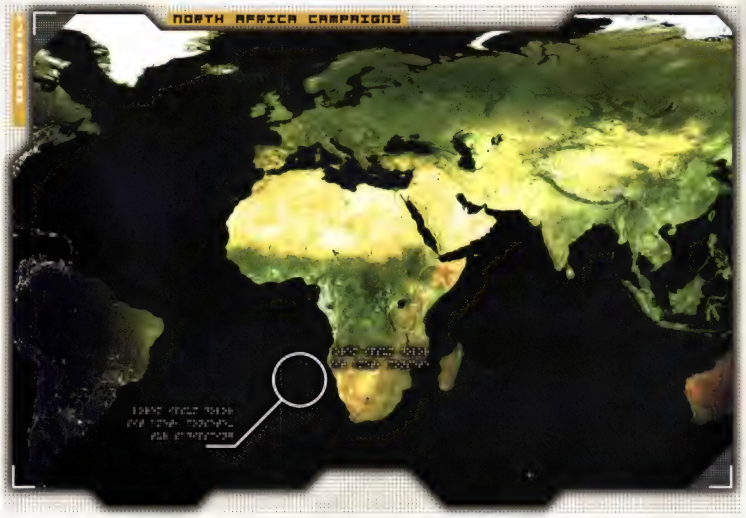
Just as with the GDF basic radar, the Strogg PSI-Radar uses a different technology to achieve the same result—complete battlefield coverage of a large area, projecting GDF troop locations onto all Strogg players' mini-maps. Be sure to have PSI-Radar in place any time you are engaging in a large scale infantry battle around an Objective.

reversion island, south atlantic

Moore Observatory holds critical intelligence information on the appearance of the first Strogg Slipgate. GDF forces must breach the facility defenses to recover and transmit this information to friendly scientists.

The beautiful clear waters of the Atlantic Ocean off the coast of Africa surround this small island. With rough hilly terrain in the center and northeast of the island, it conceals several formerly human controlled bunkers, and the observatory itself sits proudly on the northeastern hilltop.

NORTH AFRICA



ISLAND

Located on Reversion Island, in the South Atlantic ocean, Moore Observatory holds critical information on the Strogg Slipgates, and is the only remaining human facility containing such information.

The GDF forces must first recover the data from a sealed Vault, then reach the observatories communications dish and transmit the information contained on the Disc to waiting GDF scientists for analysis and reverse engineering.

Unsurprisingly, this map has more water on it than any other mission, and it is possible to make good use of it with the GDF's assault boats, both for rapid transit to the Objective targets, and for transporting the Data Disc during the last stage of the mission.

01

TERRAIN MAP

ISLAND DATA
OFFENSIVE FORCE: GDF

Primary Objectives

1. Repair the Generator.

2. Destroy the Vault Door.

3. Take the Data Disc to the Dish.

Secondary Objective (All Classes)

1. Capture the bunker spawn point. (Available only until GDF completes Repair Generator Objective.)
2. Capture the Outpost spawn point. (Available only after GDF completes Repair Generator Objective.)

Secondary Objectives (Soldier)

Destroy the bunker Hatch.

Secondary Objective (Engineer)

Construct the Vault Guard Tower.

VEHICLES

IN GDF BASE (START)

IN STROGG BASE

AT WAREHOUSE COMPLEX

STROGG VEHICLES (ONLY UNTIL GDF COMPLETES REPAIR GENERATOR OBJECTIVE)

GDF VEHICLES (AFTER GDF COMPLETES REPAIR GENERATOR OBJECTIVE)

NEAR OBSERVATORY COMPLEX (DISH)

STROGG VEHICLES

UNDER OBSERVATORY COMPLEX

GDF VEHICLES (AFTER GDF COMPLETES "DESTROY VAULT DOOR" OBJECTIVE)

AT BUNKER SPAWN POINT

GDF VEHICLES (AFTER GDF CAPTURE)

AT OUTPOST SPAWN POINT

GDF VEHICLES (AFTER GDF CAPTURE)

MISSION MAP

OBJECTIVE OVERVIEW

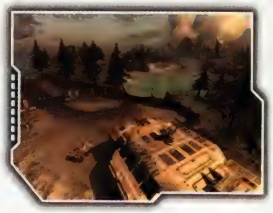
1. CONSTRUCT THE GENERATOR

OFFENSE

The first task is to get a derelict generator up and running; it's needed to power the transmission at the communications center on the northeast edge of the island.

Rebuilding and repairing the Generator requires the skills of an Engineer, so several must be on duty to complete the first Objective.

The Generator itself is concealed within a bunker a short distance north of the main GDF base, and conveniently, there is a spawn point just south of the bunker that can be captured, providing a spawn point with ready access to the bunker.



There are two ways to reach the bunker and the nearby target spawn point. Either mount up in one of the Trojans and head over to the bridge, or head down to the dock and take the aquatic route with a Platypus.

The Platypus can reach the bunker faster than the Trojan, making it a better choice for Engineers performing an early rush on the Objective. Ideally, both boats should be loaded with Engineers and Medics to make a rush attempt at building the Generator. Done right, you may be able to get it constructed before the Strogg have a prayer of setting up defenses in time.

WHAT ABOUT THAT BUMBLEBEE?

Curiously, the Bumblebee present in the GDF main base isn't especially useful for the first two Objectives.

Instead, it can be used as a transport to bring troops to the final Objective via an unusual route, preferably using the island's topography as cover, and sneaking a large group of GDF troopers into the Comm Center on the northeast tip of the island during the final Objective.

Naturally, the standard warnings about packing the slow moving and highly vulnerable Bumblebee full of GDF troops (and possibly the precious Data Disc) all apply.

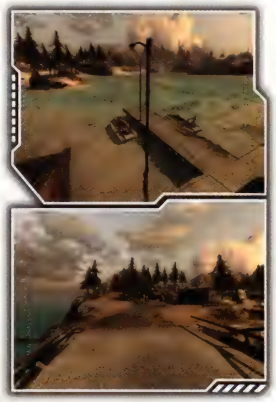
The Trojans are more useful for taking several other classes to the bunker Spawn and grabbing it for the GDF, while providing some support fire against the Strogg.

It's important to have the backup available from the spawn point in case the rush on the Generator fails. Remember that the Trojans are amphibious and can travel nearly as fast in the water as they can on land. It's an important piece of information if you decide to take them to other parts of the map later in the mission.

There are three entrances at ground level to the Generator bunker: two on the south, and one farther north, close to the Strogg's initial spawn point at an abandoned warehouse. The northern entrance is generally not safe to use during the first wave, so taking one of the two southern entrances during the first rush is advisable. However, if the rush fails, don't forget about the northern entrance; because it is close to the Strogg spawn point, it is frequently unguarded, and rarely has mines planted in the halls.

There is a fourth entrance atop the bunker, and it drops down directly into the Generator room from above, making it an ideal assault target. However, it is initially sealed off and cannot be opened by anything short of a Soldier's H.E. Charge. Send a Soldier up (ideally one from the team that took the bunker spawn) to blow it as soon as possible. If this is done concurrently with the initial Engineer rush on the Generator, it's extremely unlikely to be stopped. Even if the Soldier is killed after planting the charge, it takes an amazingly fast Constructor to disarm it in time.

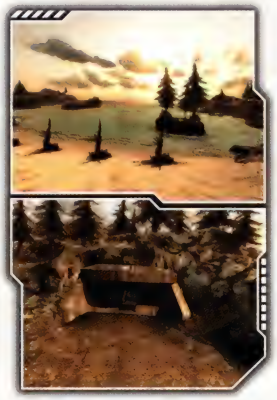
With four entrances to the Generator room (and each one only a short run down a hallway or two to reach it), it does not take long at all to reach the Generator, and it is difficult for the Strogg to defend every avenue of attack. Take advantage of this and continuously assault the Generator room from different directions, using strike teams of Engineers and Medics.



Because you're likely to have so many Engineers, try to drop off some turrets outside, just to protect the bunker spawn, and possibly catch stray Strogg roaming outdoors. You may wish to mine the bunker spawn as well; retaking it is one of the few ways the Strogg can slow the first assault.

A single Covert Ops placing Radar is quite useful; it allows you to see where the Strogg have concentrated their troops inside, making it easy to disguise and sneak in for some backstabbing to clear out defenders should the Strogg manage to establish a hold on the Generator room.

Inside, the combat is awfully close range indeed, making grenades, a Soldier's rockets, and shotguns all brutally effective weapons. Beware of mines; it is likely the Strogg will plant them on both of the southern tunnels leading to the Generator. Having a Field Ops along purely for dropping ammo packs to provide grenades for spamming them down the halls is not a bad idea.



Vehicles and artillery are, unsurprisingly, not especially useful during this stage of the Objective, but it is possible that the Strogg may get turrets up outside the bunker that can cause some annoyance if you're trying to use all the entrances. They *may* bring up heavier vehicles in an effort to block off the entrances from the outside. In such a case, use your own Trojans as long-range firepower to clear the way, and possibly even an artillery strike around the warehouse or beach to clear the air of any foul Strogg stench.

Once you manage to secure the Generator room and an Engineer finishes constructing it, this Objective is complete, and the Comm Center is reactivated—now you need to make your way to the secure Vault to retrieve the precious Data Disc containing the Slipgate information.

1. DEFEND THE GENERATOR

DEFENSE

Defending the Generator from the GDF assault is difficult, as both their initial blitz is hard to stop, and it is a difficult position to hold against the constant waves of GDF troops from the all-to-close southern spawn point.

Losing the first Objective quickly is relatively common, but it's possible to eke out some extra time on defense if your team is fast and efficient about setting up defenses.

First, stop the GDF's initial assault on the Generator. If they blitz to their Platypus assault boats and rush up the beach into the bunker, they'll get inside almost as quickly as you can. If you don't send in a force to meet them and stop them, they may get the Generator built before you can even worry about other defenses!

Put every effort into stopping that first assault. The longest delay you should allow is dropping a quick APT out on the beach facing south in an effort to damage or kill any late GDF arrivals.

If you manage to repulse the first attack wave, immediately attempt to recapture the bunker spawn point. Ideally, as soon as the interior is cleared, whoever is closest to the spawn should start running towards it. With a little luck, your forces can reach it before a fresh wave of GDF troops respawn. However, even if they manage to get that respawn, you may be able to duck out of sight behind the building holding the spawn point, wait until they head for the bunker itself, then run in and recapture it. Constantly removing GDF's control of the bunker spawn point is crucial; otherwise, it's simply too easy for the GDF to apply relentless pressure on the defenders.

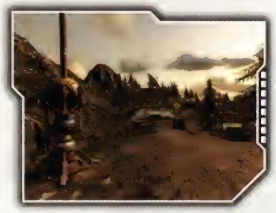
While the spawn recapture attempt is occurring, get mines set up inside the bunker and, hopefully, some Technicians can create a few Spawn Hosts from fallen GDF troops as well. The best case scenario for defending the Generator is GDF troopers attacking piecemeal, getting shot up, and providing a constant stream of fresh meat for Spawn Hosts. It is extremely hard for the GDF to construct the Generator with hostile Strogg popping up right beside them.

In addition to the interior defenses, once solidly established, finish putting up turrets outside around the bunker. Since you're likely to have plenty of Constructors for bunker mine placement, you may as well get up turrets to harass the GDF. The turrets aren't meant to completely stop their assault, merely make it more difficult for them to use all the entrances to the bunker, and to slightly damage any troops that manage to make it inside.

Setting up a PSI-Radar is a low priority initially. However, if the defense stabilizes, putting one up can be a significant boon for the defenders, allowing you to spot the incoming GDF and see which route they're taking into the bunker. Grabbing a disguise from inside the bunker and then sneaking to recapture the bunker spawn is also quite useful.

Artillery is not likely to be necessary, and Aggressors are useful mostly for some close quarters brute force in the defense of the Generator.

If the bunker defense is in good shape, don't hesitate to bring up the Tormentor from the main Strogg base. Backspawn and bring up the Tormentor to harass the GDF as they attempt to reach the bunker. The GDF *do* have two Trojans, but it's unlikely that they will be using them constantly; their efforts tend to be focused on the ground battle inside the bunker. In addition to the obvious benefits of the Tormentor, also use it to sweep by the GDF main base and light up the Trojans, then pelt the GDF from above. If the bunker spawn is retaken and you've destroyed the Trojans already, the GDF are going to take a serious aerial pounding while they attempt to recapture the bunker spawn.



Holding the Generator Objective for any length of time is a significant boon for the Strogg, but don't be surprised if the GDF clear the first hurdle quickly; it's a tough Objective to defend.

2. DESTROY THE VAULT DOORS

OFFENSE

With the Generator repaired, the Warehouse spawn point becomes GDF territory, and you gain access to an Anansi and a Titan. Of course, since the next Objective is another interior battle, their availability isn't quite as exciting as it could be. However, they can still be useful for clearing outdoor turrets, and they are helpful during the final Objective.

Your next goal is to recover the Data Disc containing the Slipgate intelligence. You must recover it from a hardened Vault inside a bunker near the north center of the island. Blasting open the sturdy Vault doors can only be done with a Soldier's H.E. Charge.

There is an Outpost spawn point on the way to the Vault bunker; it's midway between the warehouse and the Vault. Secure it quickly since it's located a good distance from the Strogg's spawn point and is relatively difficult for them to recapture, given the clear lines of sight all around it.

Grabbing the Outpost spawn provides an Armadillo and several Huskies for rapid transit to the Vault itself.

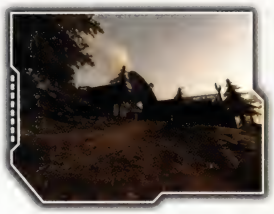
The Vault bunker is a simple interior area. There is an external garage, and then the Vault chamber itself. There are three entrances to the Vault room: two are immediately off of the garage and lead right into the Vault room, and the third is via a canal entrance. This entrance is only accessible if you either swim (slow) or backspawn to the GDF main base and take a Platypus (fast).

There is a fourth entrance from the hill over the Vault bunker, but it is screened by a Strogg energy field, and cannot be used by GDF troops. Just be aware of its location since it deposits Strogg troops right into the Vault chamber.

An open parking lot is just outside the Vault, and this approach is extremely exposed. The Strogg spawn up the hill to the northeast of the bunker, and they have a clear line of sight to it on the run down. This area can also be used by the Strogg for deployables, so you may run into turrets, and enterprising Strogg campers may set up shop on the hillside to snipe or launch Obliterator rockets at incoming Huskies.

Once the Outpost is secured, begin assaulting the Vault directly. The bulk of the assault force should consist of Soldiers and Medics. Radar coverage isn't quite as essential here, as there is little complexity to the inside of the bunker and enemy positions are rarely difficult to discern.

Again, artillery isn't especially helpful during this stage, and Covert Ops aren't necessary, beyond potentially sneaking in if the interior defense proves to be especially sturdy (smoke grenade cover in front of the bunker is somewhat helpful as well). Vehicles aren't vital, but it's helpful to bring up the Titan and/or Anansi to bombard the hillside with cannon and rocket fire. If you prevent the Strogg from reaching the Vault bunker, it becomes that much easier for a Soldier to stick an H.E. Charge on the door.



Inside the Vault, the combat is all close quarters nastiness, though there is some open space in front of the Vault. It is bracketed by floor to ceiling columns, and there are crates and railings providing more cover. Most of the ground entrances go up a shallow flight of steps bracketed by a railing. This can be painful running in, as the Strogg defenders can see GDF forces enter, and you have to run up the exposed steps before reaching the room proper.

Keep the pressure on the Vault chamber with continuous group assaults and, if possible, have a few GDF team members dedicated to sweeping the hillside, either with Titan and Anansi fire, or just on foot—possibly even sniping.

When you manage to get the explosive planted, if there are multiple Soldiers in the room, don't hesitate to plant multiple charges. That way, even if the Strogg return in time to kill off GDF troops in the room, they may fail to disarm all the charges in time.

Once the Vault door is cracked, this stage of the mission is completed, and the final run to the Comm Center is your last remaining Objective.

2. DEFEND THE VAULT DOORS

DEFENSE

Defending the Vault is usually a bit easier than holding the Generator, though still difficult. The trick to holding the interior is to stop the GDF before they get inside, or at least, severely damaging them as they force their way in.

Unlike the Generator bunker, there are only a few entrances to the Vault bunker, and the front entrance is both easily watched and guarded. The water access route is harder to monitor and defend against, but unless a large GDF force attempts an attack there at the same time (which can be telegraphed if you see a marked decrease in the number of troops assaulting via the garage entrance), you usually only have to worry about a few enterprising GDF troopers trying to sneak in the back way.

Since holding the front is vital, do everything in your power to stop the GDF offensive, or at the least, slow it down, outside the bunker. Set up turrets to guard the front of the garage, and bring up vehicles to aid in the suppression fire. The Desecrator and the Tormentor from the main Strogg base should both be used.

In addition, make use of the Icarus (or just plain old running) to get to the Outpost spawn point quickly. If you can hit it while the GDF wave is elsewhere, you have a chance of recapturing it. While the GDF can quickly recover it from the warehouse, it buys precious time for the defenders to solidify the defense. Any time you see it open, try for a recapture.

There is an upper entrance to the bunker that only the Strogg can use, and it is the quickest way from the hilltop spawn point near the Observatory to reach the interior of the Vault chamber. Constructors and Technicians should hasten down into the Vault room and quickly set up mines. If it's apparent that the GDF are moving slowly from the Generator, take the time to erect turrets out front first, but don't leave the interior without a Constructor who can disarm a planted charge.

Outside, the defending force's makeup can vary greatly. Sniping, artillery fire, and Aggressors using Obliterators are all useful for slowing the GDF assault. An Infiltrator should set up a PSI-Radar out of sight to easily monitor any GDF attempts to sneak in via the water route, as well as using the usual Flyer Drones to harass GDF troops.

Set up mines at both entrances from the garage inside the bunker. Put them near the water canal entrance, but it usually isn't necessary. As always with an interior fight, the Technicians should be constantly generating fresh Spawn Hosts. Constructors need to be on duty in case a Soldier manages to slip through and get a charge planted. If a charge is planted, there's still the chance to disarm it if the remaining Strogg forces clear out the GDF.

Try to keep the GDF tied up fighting outside, rather than committing all troops inside the bunker. Doing so makes it easy for a single wipeout to lose the Objective, whereas fighting outside encourages the GDF to waste even more time trying to break through your defenses, and even when they do get through, they often get through wounded.

It's still a brutal challenge to lock the GDF at this Objective, but it is possible to waste plenty of their time if done right. Hold the GDF as long as possible, but when it becomes apparent that they'll successfully blow the door, fall back and start erecting defenses around the Observatory. It is crucial that you have defenses up and ready for the GDF before they pick up the Data Disc and carry it to the Comm Center.

3. DELIVER AND TRANSMIT THE DATA DISC

OFFENSE

Once the Data Disc Vault is blown open, the Disc itself becomes accessible, and the final Objective is revealed: you must reach the top of the Observatory to the northeast of the island, get into the Comm Center, and transmit the data. The transmission takes a few seconds, just long enough for a Strogg to wander by and shoot you in the back of the head.

If the Data Disc is dropped, it returns to the Vault after a short time, or immediately if a Strogg player touches it. It *can* be picked up again by another GDF player, so if there are multiple friendlies in the area when the carrier goes down, dog pile it—one fantastic reason to escort the carrier closely.

Because this is a delivery Objective, any class can carry the Disc, but two are a well-suited for the task: Soldiers and Medics. The extra health of a Soldier comes in handy while a Medic can carry it simply because they can toss out med packs continuously allowing them to grab health while on the run.

It's possible to get into a vehicle with the Disc (*and you should*!). At the very least, using a Husky for transit to the Observatory is worthwhile. It's also possible to, for example, have someone else bring up the Anansi (or even the Titan), hop in, and go up together.

There are (more or less) four different routes from which to approach the Observatory Comm Center. On the west side, go up the hill above the Vault bunker and reach a set of stairs leading to the paved courtyard around the Comm Center. Skirting that just a little to the north leads to a break in the fence on the west side. This gets you to the upper level without having to use the stairs, and there's a bit more cover from the buildings on the west side, concealing you from prying Strogg eyes.

On the south, use any ground vehicle to drive up the switchback to reach another set of stars in the southeast of the Observatory; that leads to just behind the Comm Center. The downside to this route is that the switchback passes directly in front of the Strogg base—although this is safer than it sounds, as long as you don't go past it right after a fresh spawn.

If you skip the first set of stairs, you can drive past the vehicle barriers with a bit of vehicle acrobatics to reach the western stairs. This is especially nasty if the vehicle you're driving happens to be the Titan, since it makes for an unpleasant surprise for the Strogg expecting a Husky at worst.

Finally, there is a northeastern entrance to the Observatory grounds, and it's best reached either a) by air in the Bumblebee (slow), b) Anansi (faster), or c) via the water to the east of the island. The water option is somewhat slower, but stealthy. If you take a Platypus around the southeast of the island, you can hop off at a small cove and make your way up the cliffs to reach the Observatory.

The best part about the water route is that it's rarely guarded by Strogg forces, and you can bring along several companions in the Platypus, making for a nice combined assault. Hit at the same time as other GDF forces attacking from the more overt western approach, and you have a good shot at getting into the Comm Center before the Strogg even notice the carrier's presence.

PARATROOPERS

If you bail out of the Bumblebee or Anansi at a high enough altitude, tap the jump key to parachute down safely. This is quite useful with the Anansi, as it allows you to reach the Observatory quickly, ditch the aircraft from a great height, and land safely on or near the Observatory.

Ideally, you should try this if you know the Strogg are completely tied up with other GDF troops assaulting the Observatory. If you come in alone, not only are they going to notice the aircraft and possibly shoot it down, you're going to be the target of every single Strogg in the area on the way down and after you land.

Beyond deciding approach to the Observatory is the most sound, you need to deal with the heavy Strogg resistance around the Comm Center. There is just enough room for an APT to be planted directly facing the Comm Center which, needless to say, usually renders a straight run suicidal. The area is also inevitably littered with mines in and around the Observatory.

Nailing the area with long range bombardment, either via artillery, long-range Titan shells, or Anansi fire, is an excellent idea; the potential for damaging or destroying turrets and mines and clearing out the Strogg infantry (at least temporarily) is well worth your while. Coordinate a run for the transmission with the disabling of any turret coverage in the area.

The Observatory is mostly inaccessible to ground vehicles, but it *is* possible to force the Titan into close range by driving it around the cement post barriers, and firing up the stairs at visible Strogg. This isn't strictly necessary, since it can fire at the hilltop from a distance, but it most definitely provides a heavy distraction for Strogg forces in the area.

Virtually all classes are useful for the final assault on the Observatory. Medics and Soldiers make excellent Disc runners and support. Covert Ops can snipe defenders from a distance, provide cover with Smoke grenades, disable any turrets with EMPs, and set up a Radar to reveal defender positions.

Field Ops can saturate the Observatory with artillery, clearing the way for a successful data transmission. Engineers aren't especially needed, as their defensive tools are less useful during this stage; but, even they can pilot a Titan and repair it constantly to harass the Strogg and provide a diversion to give other GDF forces a better chance at completing their missions.

To actually transport the Data Disc, touch it in the Vault to pick it up, then run to the Comm Center and use it for a few seconds to transmit the data. While carrying the Disc, you show up to your teammates with the Disc icon on the minimap. If you aren't carrying the Disc, and the carrier lacks an escort, take up the duty. Otherwise, your efforts should be focused on eliminating or distracting the Strogg defenders around the Observatory.

If you *are* carrying the Disc, pick an approach to the transmission room, notify your team of the route that you're taking, then make a run for it. Ideally, you should have several escorts, but it's entirely possible to sneak in alone if the rest of your team does a good job of hammering the Strogg while you sneak in via one of the back routes. The sneakier routes are usually the southeast stairs in front of the Strogg base, the northeast cliff approach from the beach, or an airdrop from above.

When you get close to the Comm Center with the Disc in hand, either have a teammate go in first to flush out Strogg (and mines), or be sure to have a grenade ready to clear the room. Finally, make a last run and start the transmission. You must face the transmission terminal and hold the Use button to actually perform the transmission, leaving you completely vulnerable to attack by Strogg from behind. Have teammates guard you, or be absolutely certain that you kill any and all Strogg aware of your presence; otherwise, you're surrendering a free return of the Disc.

If you manage to successfully break through the final blockade and get the transmission through, this mission is a GDF victory, and the Strogg's Slipgate technology may soon be in the hands of Earth's defenders…

3. DEFEND THE DATA DISC

DEFENSE

The first two stages of the mission were awfully difficult to hold in comparison to the final Objective. It's easier to mount proper defense and hold the GDF forces for a longer span of time. If the first Objectives were held for any decent length of time, the Observatory is your chance to stuff the GDF offense completely.

Once the GDF manage to blow the Vault door, your spawn point changes from just below the Observatory to inside the Strogg main base itself. While the distance to the Observatory is not great, it is just long enough to allow a GDF Disc carrier to transmit the critical Slipgate data if all Strogg defenders on the Observatory hilltop are wiped out.

Holding the Observatory requires a dedicated team effort. The hilltop itself must be covered by several turrets. An APT in front of the Comm Center is a good idea, as is mining the Comm Center and all easy approaches to the hilltop: the breach in the western fence, both sets of stairs leading up from the south, and even the northeastern approach from the beach down below.

In addition, AVTs should be placed on the road leading up from the Vault bunker to prevent GDF troops or Disc carriers from using their transport vehicles freely. Finally, at least one AAT should be secreted out of sight, to avoid a single Field Ops from devastating all your defenses and defenders.

In addition to Constructors for the hilltop defense, several Technicians should be present for Stroyent supply and the always-critical Spawn Host creation.

Aggressors armed with Obliterators can provide great support, as it's more than likely that the GDF forces will make use of vehicles to reach the hilltop more quickly—or approach from the air. In addition, if they come up the hill from the bunker, they make prime targets for Obliterator rockets.

Oppressors are not nearly as vital; the GDF typically assault from multiple directions, and don't have any single concentration of forces or vehicles to target with artillery strikes. Tactical Shields can be used to screen Strogg up on the Comm Center platform from GDF coming up the hill, or, to a lesser extent, Titan or Trojan fire from a great distance.

Infiltrators are always useful. The Observatory is a great vantage point for sniping, Flyer Drones are always welcome, and it's possible to take a disguise from a failed GDF assault, then sneak down into the Vault bunker. Following the Data Disc carrier and relaying his position to your team makes it *especially* easy to eliminate that threat. Set up a PSI-Radar around the Observatory to spot GDF forces approaching from odd directions before they get dangerously close.

The defense should take place in two parts. Retain a good sized force of Strogg troops consisting of mostly Constructors and Technicians remaining on and around the Observatory, and a secondary force dedicated to harassing and assaulting the GDF before they reach the Observatory.

Keep pressure on the GDF before they even get out of the Vault bunker with the Data Disc. Lay siege to the bunker using the vehicles present in the main base if possible. By getting infantry inside, you can seriously delay the attempts at running the Disc.

When the GDF *do* get their hands on the Data Disc, it's crucial that all Strogg keep an eye out for the carrier. Don't get wrapped up in fights against the GDF troops who aren't escorting the carrier (that's exactly what they want), when you could be scouting for the carrier, or falling back to a defensive position around the Observatory.

If you cannot locate the carrier, consolidate the Strogg defenses around the Observatory, making sure that an AAT is active if the whole Strogg team is present, and wait for the carrier to show up.

Because some of the attack routes require the carrier to fall back to pick up a vehicle, it may be some time before the carrier actually appears on the hilltop. If possible, have a Tormentor pilot scan the water to see if a Platypus is being used to transport the carrier around to the cliff path.

When you do manage to kill the carrier, you may not want to immediately return the Disc. If there is still a significant GDF presence in the area, by all means, return it instantly! However, if you've killed all the GDF troops, instead, put a few guards around the Disc. By waiting on the Disc to return, you put the GDF in an unpleasant situation; they can't pick up the Disc to make another attempt, and even if they know exactly where the Disc fell, it may be difficult, or impossible, to recover it before a Strogg simply touches and returns it.

Prevent the GDF from getting the Disc's contents transmitted in time, and this mission is a victory for the Strogg defenders!

DEPLOYABLE MAP

GDF

Area 1

There is generally little need for deploying artillery in the main GDF base, though the Strogg *are* quite exposed at their initial warehouse spawn point. The only notable situation that might require any artillery usage at all is dropping a strike on any Strogg turrets placed on the road outside the first Objective's bunker.

Area 2

Once the warehouse is claimed, deploy over a wider swath of terrain. Again, with the second Objective all indoors, there isn't a lot of use for artillery barrages. The target of choice would be any turrets that the Strogg manage to erect just outside the Vault bunker. Be careful though. Barring the water entrance, GDF forces must go through the same ground you're bombarding.

Area 3

Holding the Outpost gives you a forward position from which to drop deployables. After the Vault door is blasted, your deployment zone increases to cover a significant amount of terrain.

Unlike the first two Objectives, artillery is quite helpful for the assault on the Observatory. Clearing out Strogg defenders and turrets planted on and around the hilltop is helpful for clearing the way for a ground assault.

STROGG

Area 1

The most useful use of deployables is to drop APTs around the beachfront outside the bunker. Damaging or delaying GDF troops attempting to reach the Generator inside makes life much easier for the defenders within.

Area 2

Placing multiple APTs and AVTs around the front of the Vault bunker is especially worthwhile. The longer the GDF waste fighting their way inside, the harder it is for them to get through the second Objective in a reasonable amount of time.

Area 3

While the switchback road leading up to the Observatory passes in front of the main Strogg base, it's still too easy for a GDF driver with a Titan or a Husky to reach the top unimpeded—unless there's an AVT waiting for them.

Placing APTs in this general area to catch GDF troops moving about on the hillside is also a viable option.

Area 4

This is the most important area for an APT. Keeping turrets up and active here can be difficult with the constant GDF pressure, but as long as they are active, it's difficult (or impossible) for the Data Disc to be transmitted successfully.

ROUTE MAP

1. Construct the Generator

This is the direct route to the bunker spawn point. It isn't the fastest path from the GDF base to the bunker, but it's a quick route to the bunker spawn point.

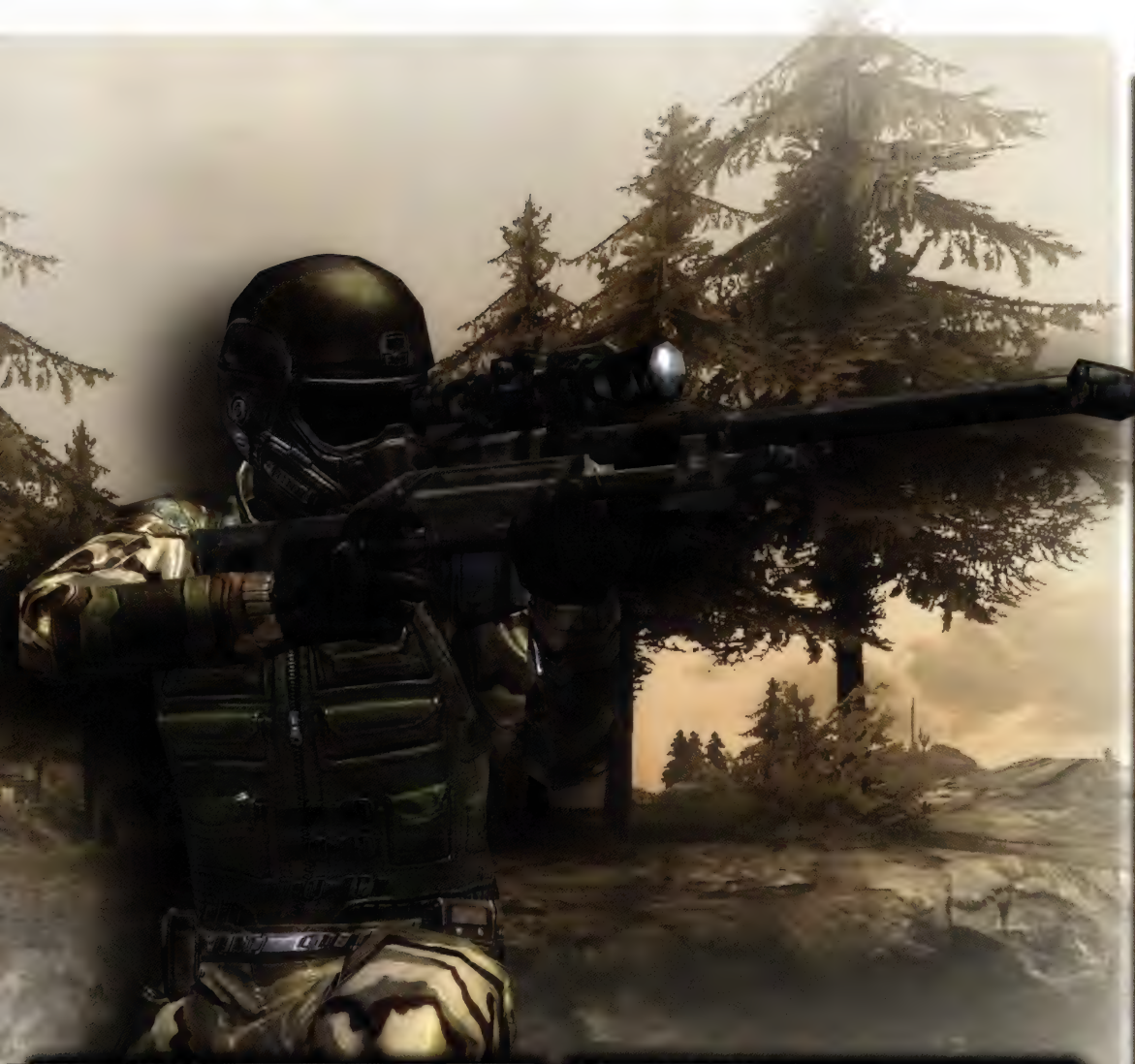
Ideally, you should be traveling in a loaded Trojan, drop off one player to claim the spawn, several more to aid in the bunker assault, and one Soldier to run up and blow the upper hatch leading into the bunker.

One player can remain in the Trojan and provide some light fire support against the Strogg, shooting APTs from a distance, or even some Strogg who happen to be respawning or roaming outdoors.

This route leads straight from the forward spawn into the Generator room. The southeast entrance is just as easy. If you want to potentially skip some mines, and you know that a Strogg wave just respawned, you may be able to skirt around the eastern side and take the northeast rear entrance; it's rarely guarded.

Finally, if the hatch has been blown open, consider skipping the frontal approach entirely, and go up the hill via the dirt road to the west, then down into the hatch. A large force of Engineers and Medics dropping down on the Generator room from above is brutally difficult to stop.

This is the fastest way to reach the bunker from the GDF spawn point. Hop in a Platypus and rush for the beach. If you bring along a pair of Engineers and a Medic in each of the boats, you can really strain the Strogg's defenses incredibly early in the match, possibly constructing the Generator almost immediately.



2. Destroy the Vault Door

The direct route from the Outpost spawn point into the Vault bunker. Note that once you're inside the garage, there are two paths to take: one east, one west. Both are likely to be mined and defended. There isn't much finesse that can be exercised in the entry. Toss a few grenades in and use a Third Eye camera (or disguised operative) to look around. Otherwise, its mostly brute force and plenty of Medics and Soldiers.

The sneaky alternate route can be accessed by swimming down from the northern beach, but it's actually faster to backspawn to the main base, hop in a Platypus, and motor over to the backside water entrance to the Vault door. This is a worthwhile tactic if the Strogg are focused on the front entrances. Coming up from the rear with a boatful of Soldiers and Medics can crack their defenses and secure the Objective—as long as you time the assault correctly to coincide with a simultaneous frontal assault.

This quick path takes you from the warehouse to the Outpost spawn point. Make it a priority to grab this spawn *immediately* after clearing the Generator Objective. Holding the Outpost gives you quick access to the Vault bunker. If the Strogg don't recapture it, it almost guarantees that the sheer mass of GDF troops will eventually break through the Vault defenses.

3. Transmit the Data Disc

After blasting open the Vault door, a Platypus driven around the southeast part of the island with the Data Disc in tow becomes a viable route to the final Objective. Hop out at the small inlet on the northeast of the island, and climb the cliffs right up to the Observatory, through a break in the fence on the north side.

This is the painfully direct infantry route. Enter the Observatory either through a break in the fence on the west, or a set of stairs leading up to the Observatory platform. Either route is highly exposed to Strogg defenders on the hilltop, but it isn't an impossible run if you're moving as part of a large GDF force (and ideally, supported by Titan and Anansi fire the whole way).

Grabbing a Husky (or the Titan) and driving up the road to reach the Observatory can work surprisingly well. If the Strogg are distracted by constant direct assaults, and you time the ride to avoid a fresh Strogg spawn, it's possible to hit the southeast stairs leading up to the Comm Center without being spotted. This puts you in a nice position to run around behind the Comm Center and get inside with minimal exposure—although it is still likely that nearby Strogg must be cleared out to successfully transmit the data, lest you eat Lacerator fire in the back of the head while transmitting.

STRATEGIC MAP

GDF

GDF 1

The GDF main base. With two Trojans, two Platypuses, and a Bumblebee, the base is loaded with transport opportunities. Don't forget that the Trojan can easily be used to cross the water, and fire on the Strogg forces from the ocean, even during the second and third Objectives.

GDF 2

The GDF main base dock. Two Platypuses are stationed here and are perfect for rapid transit to the first Objective. They are also handy during the second Objective. Backspawn to this base and travel to the water-based entry into the Vault bunker.

GDF 3

The bunker spawn point is critical for maintaining constant pressure on the Generator Objective. Capture and hold this point as quickly as possible, and recapture it swiftly if the Strogg manage to retake it.

GDF 4

The blast door at this location must be taken out by a Soldier's high explosive charge to clear another entry route into the Generator room. This route drops down *above* the Generator, making it an ideal location for staging a group attack.

GDF 5

This is the Generator room itself, the target of the first Objective. There are multiple routes into the Generator room, and using them all makes it difficult for the Strogg to protect the Objective. An Engineer must get the Generator back online to complete the first Objective.

GDF 6

The warehouse becomes the GDF spawn point after rebuilding the Generator. It also grants access to some much heavier firepower in the form of a Titan and an Anansi, both of which are extremely useful during the assault on the third Objective. The Titan makes great support during the second Objective as well.

GDF 7

The Outpost spawn point is helpful for sieging the Vault bunker. The spawn point comes with several Huskies, which greatly reduce transit times to the Vault. Just watch out for opportunistic Aggressors armed with Obliterators up on the hillside while driving in. The Armadillo can drop a whole squad of troops off at the garage.

GDF 8

The garage entrance to the Vault bunker has two routes into the main Vault chamber. Both routes are likely to be guarded by the Strogg and mined. Clear the way with grenades, and attempt to move in to attack as a group, increasing your chances against the Strogg troops in the chamber.

GDF 9

The Vault door must be destroyed by a Soldier's H.E. Charge. Blasting open the door is the goal of the second Objective, and doing so grants access to the Data Disc. The Disc contains the vital research data on the Strogg's Slipgate technology, and must be transmitted from the Comm Center up on the Observatory hill.

GDF 10

The water canal entrance to the Vault bunker is a wonderful rear entrance. Backspawning to the main GDF base and taking a Platypus is a quick method for reaching it. Bring along several troops in the boat, preferably multiple Soldiers and Medics.

GDF 11

The northeast cliff path up to the Observatory can be reached via Platypus (or aircraft). The path leads directly up to the Observatory, and is rarely watched incessantly by the Strogg, making it an excellent alternate route to the top.

GDF 12

The Observatory contains the Communications Center necessary to transmit the Slipgate research from the Data Disc held in the Vault bunker.

Because the transmission takes several seconds, and the room is highly exposed from the western entrance, it's almost always mandatory to completely clear any Strogg infantry from the area before a successful transmission is possible.

Given that the Observatory is likely to be the hardest fought battle on the island, it usually requires a concerted effort from the entire GDF team to crack the defenses and create a window for sending the data.

STROGG

Strogg 1

The Strogg main base holds a Tormentor and a Desecrator (best during the second and third Objective defenses). The Hogs are handy for rapidly reaching the Outpost spawn point during the second Objective, or ramming a nearby GDF artillery piece during the third. The Icarus are all useful during the third Objective to quickly get back up to the Observatory, or to reach the Vault bunker in an attempt to stop the GDF early.

Strogg 2

The beach front is a great place for dropping deployables before Constructors head inside to defend the Generator. Railguns or Obliterators atop the hill above the bunker can inflict serious damage on GDF troops making their way up.

Strogg 3

Inside the bunker, it's vital that mines are quickly placed in the halls leading into the Generator room. It's also advisable that Strogg troops inside the bunker spread out; the close quarters make it easy for multiple Strogg troops to go down simultaneously from a single grenade or rocket. Worse, a detonating mine can rip through friendly troops, so be careful about planting too many on and/or around the Generator itself while troops are present.

Strogg 4

The hilltop becomes the Strogg spawn point once the GDF succeed in repairing the Generator. There are only a few Icarus present, though it's a quick trip down to the Vault bunker, courtesy of the Strogg-only upper entrance. If you want to pick up some heavier firepower, either run down to the main Strogg base, or just backspawn to it.

Strogg 5

The hilltop above the Vault bunker is an excellent location for Infiltrators, Aggressors, or even Oppressors spotting targets. Constructors can usually manage to place turrets before heading inside.

Taking down or damaging GDF troops on their way from the Outpost spawn to the Vault bunker greatly aids the efforts of defenders inside, and if make your way to the Outpost spawn and recapture it between spawns, so much the better.

Strogg 6

The area in front of the Vault bunker should be heavily defended, using turrets, vehicles, and troops. If the GDF get tied up in fighting an external battle, they aren't spending any time inside the Vault bunker, planting explosives on the door.

It's also important to get a PSI-Radar set up nearby to monitor GDF troops attempting to sneak in via the water route, or, at a bare minimum, a Constructor with mines placed along that route to alert the team when attackers are assaulting from the waterway. Simply watching when a mine becomes available for use as a Constructor can tell you when troops are approaching, if all of your mines were planted in a certain area…

Strogg 7

The Observatory area is the final and most important defensive area. It's critical that a core of Technicians and Constructors heavily defend the area by planting mines at every possible access route, dropping turrets, and watching for incoming GDF constantly.

Have a Tormentor pilot that keeps the Anansi (and possibly even Bumblebee) demolished. It's easy for the Anansi to devastate the defenses from a distance.

Similarly, the lack of an AAT can let a single GDF artillery strike disable or destroy all fixed defenses, and possibly take down a lot of Strogg infantry as well. Don't let that happen!

Strogg 8

The switchback leading to the Observatory is easy to ignore, because it travels right in front of the Strogg base. Don't assume that it is safe to do so. Aggressive GDF players often drive a Titan right into your teeth, and allowing GDF Data Disc carriers on Huskies to drive right up to the southeast stairs to reach the Observatory is another huge concern.

Guarding this route with AVTs or, at a bare minimum, placing mines on the southeast stairs (and possibly even the road) makes life more difficult for the GDF.

khartoum outskirts, sudan, north africa

The desert landscape in the distance provides sharp contrast to the river passing near the town. The refinery is located beyond the urban area, creating a dense urban barrier that both armies must contend with.

The large oil refinery dominates the landscape on the west side of the city, but much of the early conflict takes place over a host of drab, dust-colored, multi-story buildings.

NORTH AFRICA

REFINERY

While the Strogg harvesting of Earth's resources is taking place all across the globe, a significant Stroyent processing operation has been set up in northern Africa. The Strogg are making use of an oil refinery, and their harvesting must be stopped both to restore GDF access to their strategic oil reserve, and to prevent the Strogg from gaining unfettered access to such a large reservoir of Stroyent.

GDF forces must deploy a Mobile Command Post, which can use its mighty SSM to blast open an entrance to the Refinery. Deep within, GDF forces must destroy the Stroyent filtration systems to shut down the Strogg's harvesting operation.

TERRAIN MAP

REFINERY DATA
OFFENSIVE FORCE: GDF

Primary Objectives

1. Deploy the MCP at the Outpost.

2. Hack the Shield Generator to launch SSM and destroy the Refinery Entrance.

3. Destroy the Stroyent Devices.

Secondary Objective (All Classes)

Capture the Hotel Spawn Point to secure additional terrain and new vehicles.

Secondary Objective (Soldier)

Destroy the Barricade to open a new infantry/vehicle route.

Secondary Objectives (Engineer)

1. Construct MG Nests: GDF Base and Derelict Building
2. Construct Guard Tower: MCP Route
3. Construct MG Nests: Hotel & Guard Tower
4. Construct Assault Ramp

VEHICLES

IN GDF BASE (START)

STROGG VEHICLES

* The two Icarus Gravpacks just outside the Strogg base disappear once the Shield Generator is destroyed.

NEAR OUTPOST

STROGG VEHICLES (BEFORE MCP DEPLOYED)

NEAR OUTPOST

GDF VEHICLES (AFTER MCP DEPLOYED)

AT HOTEL SPAWN POINT

GDF VEHICLES (AFTER CAPTURE)

AT SHIELD GENERATOR

GDF VEHICLES (AFTER CAPTURE)

MISSION MAP

OBJECTIVE OVERVIEW

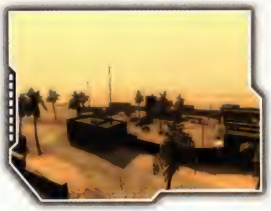
1. DEPLOY THE MCP AT THE OUTPOST

OFFENSE

The first step in breaking the Strogg control of the oil refinery is setting up the MCP at an Outpost, just on the outskirts of the small city.

Once the MCP is in place, it can fire an SSM and blow open an access route to the oil refinery interior, which is currently protected by Strogg shields.

The initial push to deliver the MCP and deploy it can go quickly—or it can bog down into a protracted fight. This depends almost entirely on the quality of the Strogg team, though there are a few things that can increase your chances of deploying the MCP quickly.



There are two possible primary routes to deliver the MCP to the Outpost area. The first is the direct route: right along the main road to the Outpost. This is slightly faster than the second route, but it is also much more dangerous. This route is immediately exposed to any Strogg turrets and open to Strogg vehicles. Avoid taking this route unless you're confident your teammates can suppress the Strogg before they erect defenses.

The second route goes along a secondary dirt road parallel to the main road. However, it's actually between the two roads and several buildings block line of sight from the Strogg spawn point, providing much needed cover. Taking this route is almost always the safest option.

MCP ACROBATICS

While the secondary route to the Outpost actually makes a turn back onto the main road, you can skip this turn entirely. Instead of driving down the ramp and exposing yourself to Strogg fire, drive right off the edge of the terrain above the Outpost—the MCP can handle it.

By doing this, you arrive at the Outpost more quickly and avoid several possible turret locations. While it's still possible for the Strogg to stop the MCP at the 11th hour, it is far better to have the MCP stopped at the Outpost than out on the road.

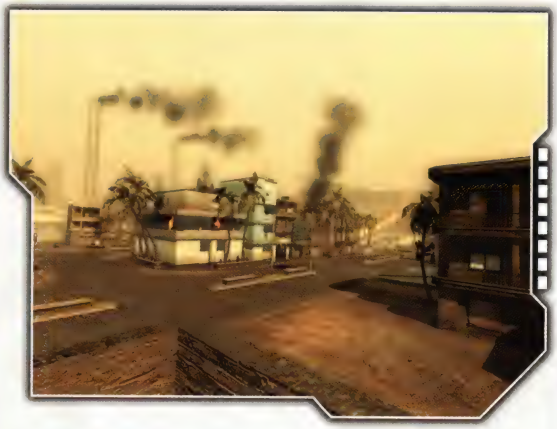
There are three useful vehicles in the GDF main base to support the push, and all three should be utilized. The Titan can provide a close escort for the MCP, or move ahead to take out defenders and fixed deployed weapons. The Anansi and Trojan should be used first to deal with Strogg Tormentor pilots, then turned on the defenders.

There are also numerous transports that can be used to take infantry back to the site of the disabled MCP quickly. This may be vital if Engineers are necessary to constantly repair the MCP.

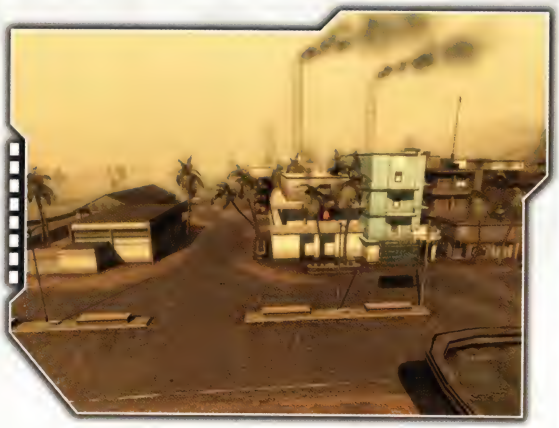
Infantry support of the MCP rush should be done in several ways. The first and most obvious is keeping Engineers around to repair the MCP should it become disabled. However, it is also important to have a mix of other classes. Soldiers must deal with Strogg vehicles and deployed units, and Field Ops should prevent the Strogg from building up a field of turret defenses.

Medics are useful, as always, for supporting any other group of infantry, and Covert Ops can inflict some damage by using the urban cover in the area to take out individual defenders at a distance. Getting close and using EMP grenades on multiple turrets is also a good tactic. Successfully managing to hack any of the turrets is unlikely to work well, since it is likely that the Strogg spawn point and turret locations are positioned in such a way that you may be spotted in the middle of a hack attempt. However, sneaking in and tossing a few EMP grenades followed by a Third Eye explosion can clear the way for the MCP nearly as well as an artillery barrage.

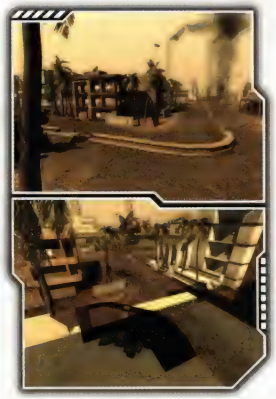
The worst possible situation during the MCP phase of this mission is to have the MCP bogged down on the road with multiple active AVTs in position, the Strogg moving in with one Cyclops and the Tormentor flying overhead.



If the MCP become *truly* stuck, be wary of enemy mines (or even Plasma Charges) stuck on the surface of the MCP. These need to be defused or avoided while repairing it. If this occurs, abandon repairing the MCP for a moment; have Engineers respawn as Soldiers with rocket launchers or Field Ops for more artillery. You may lose a bit of time setting up new artillery, but you are guaranteed to lose more time if you run out and die while attempting to repair the MCP as an Engineer.



Before the MCP can be moved if it's stuck under heavy fire, the threat(s) must be removed. Use the Trojan, Anansi, and Soldiers to deal with the Tormentor, then the Titan, Soldiers, and possibly artillery to deal with any Cyclops presence. Finally, any heavy vehicle, Soldiers, Covert Ops, and Field Ops can assist in taking down any turret wall that may be suppressing the MCP.



Once the threats are removed, keep pressure on the Strogg spawn point while Engineers repair the MCP. Parking a Titan at the top of the hill works nicely, but even having infantry swarm the area and set up shop in the nearby buildings can prevent the Strogg from restoring their turret defenses.

Once the MCP is driven to the Outpost area and deployed, the first Objective is complete.

1. STOP THE MCP FROM DEPLOYING

DEFENSE

The initial defense during this mission is actually one of the best spots to hold off the GDF offensive. If the MCP can be quickly immobilized, the time it takes to repair it provides enough time to erect fixed defenses and bring vehicles forward from the Strogg main base.

The MCP has two possible routes to choose, but it must travel roughly the same distance, allowing time for turrets to be deployed and vehicles to get in position.

At a bare minimum, several Constructors should set up AVTs either on the road (if the MCP comes via the main path), or near the Outpost itself, facing towards the GDF base. It may also be wise to deploy an AAT with an Oppressor to prevent a single GDF artillery barrage from eliminating multiple turrets in one shot.

To stop the MCP, several Aggressors armed with Obliterators, Icarus, and the Tormentor from the main base should all be utilized to disable the MCP. Since the Tormentor does not spawn immediately when the map starts, whoever is going to be piloting it should participate in the first rush against the MCP, then backspawn to the main base and bring it forward just after it appears.

The Cyclops should also be brought up onto the path and entrenched behind enough cover to shield it from distant fire, but not enough to block its line of sight to the MCP, regardless of which path it takes.

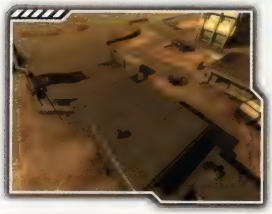
A settled Cyclops, multiple turrets, and an active Tormentor, along with a ground force of infantry, can establish a dreadfully serious lock on the MCP. In addition, if the MCP is immobilized, and the GDF forces nearby are cleared out, Constructors can make life even more difficult for the human forces by planting mines on and around the MCP, ensuring more casualties (or at worst, delays) when GDF Engineers attempt to repair the MCP.

The number of buildings between the two MCP roads to the Outpost can be used as cover for infantry, and make excellent ground to strike out at the GDF forces. If the GDF are concentrating too much on moving the MCP, and not enough on clearing out your defenders, focus on picking off infantry escorts, and as an Aggressor, destroy light vehicles with your Obliterator from cover.

If a lock is established, backspawn to the main Strogg base, and bring forward the second Cyclops (and possibly the Desecrator as well). Don't do this unless the situation looks secure; you must keep active defenders near the MCP at all times. However, if a planted Cyclops and a pack of active turrets with AAT defense hold steady, bring up more firepower to keep the pressure on. The added firepower can decimate the GDF's chances of getting the MCP mobile, not to mention demoralizing their forces when a second Cyclops shows up.

Constructors are useful for placing turrets, and at least one Oppressor for an AAT is useful, but all the other classes can contribute to the defense as well. Aggressors armed with Obliterators should disable the MCP and destroy GDF vehicle support, while Technicians creating Spawn Hosts around the MCP are a real pain for the GDF. Infiltrators' Flyer Drones should harass units around the area to make repairing the MCP almost impossible. Infiltrators can snipe from a distance, with several easily reachable rooftops via an Icarus or teleporter.

The two main dangers of losing your lock can come from an artillery barrage destroying multiple turrets or your Cyclops, or the GDF Titan (Anansi, and to a lesser extent the Trojan) parked at a distance destroying turrets with impunity. If this occurs, order someone to destroy the vehicle quickly. As for the artillery, even inside the GDF base, their deployed units are not safe. Even if you already have an AAT active, doing so can delay the GDF even longer.



Once the GDF finally manage to break through and deploy their MCP, fall back to the center of the city and prepare for the second stage of the refinery defense. If you've done well in this first stage, you have probably burned up quite a bit of time on the clock.

2. HACK THE SHIELD GENERATOR

OFFENSE

With the MCP deployed, an SSM is launched at the refinery—but there's a problem. A Strogg Shield Generator has been placed in the center of the city just to the west of the Outpost, and its presence prevents SSM strikes from hitting their mark. This Generator must be hacked to remove its protection from the refinery.

HACK RUSH

When it becomes clear that the GDF are close to deploying the MCP, quickly switch to a Covert Ops and rush into the city via the western route, across the water from the GDF main base.

If you get there early, get into position near the Shield Generator. If done quickly enough, it's possible to start the hack attempt before the Strogg are prepared with defenses!

Before an assault on the Shield Generator can begin, it's critical that you claim the forward Hotel spawn point. This spawn allows the GDF to appear close to the Shield Generator position. This tactic saves time, since the Outpost is a fair distance from the Generator.

If the Strogg are aggressive about recapturing the forward spawn, have an Engineer set up a turret and plant mines around the spawn point to deter such activity.

The Shield Generator is located in a narrow alley between two garages and a few buildings. It is also painfully close to the Strogg main base, granting them easy access to several heavy vehicles. The terrain here is also ideal for creating a chokepoint with mines and turrets.

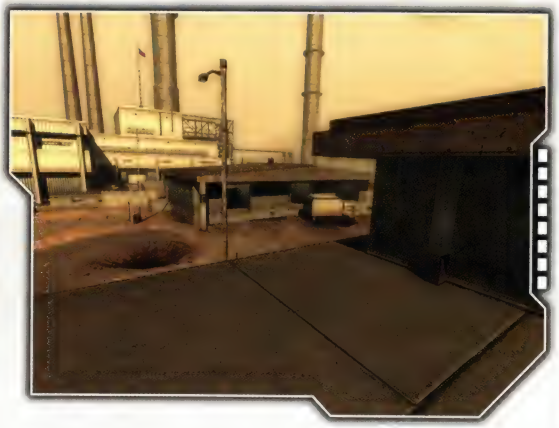
On the bright side, the Shield Generator position is also highly susceptible to artillery strikes. A single Hammer blast can completely clear out the area. However, a single AAT can throw a wrench in those plans, so if one is sighted, alert your team, and make it a priority to take it down.

There are several possible routes to the Shield Generator, including the direct route through the garage in front of the Hotel spawn point. Either climb one of several ladders reach the top of the buildings, or go through the garage. However, the direct route is, of course, the most heavily defended—typically.

There are two alternate routes, but both require the services of a particular class to open. A Strogg barricade is to the north of the eastern garage and it blocks the path to the Shield Generator. A Soldier can blow this barricade open with an explosive charge, clearing the way for a northern passage. This can also open up the possibility of driving one of the GDF Titans into the teeth of the Strogg defense.

To the south, there is an area for an Engineer to construct a bridge. Building this route forces the defenders to concentrate on yet another avenue of attack, splitting their focus and their defense.

Finally, barring Anansi diving, there is only one other viable route to the Generator, and that is by navigating the water to the south of the Generator. There is a small set of stairs close to the refinery on the south side; it's reachable via this water route. It is possible to either swim or, preferably, zip over to it in a Trojan. The Trojan's amphibious nature comes in handy for this particular maneuver; all the better if you can load it up with multiple teammates. A few Covert Ops and Medics can make an effective strike force.



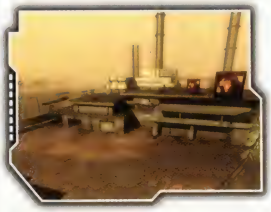
It is very important that the GDF utilize all of the available routes. Unless the Strogg are very slow about setting up defenses, it is likely that repeated direct assaults will do little but run down the clock. If the Strogg are reclaiming the Hotel spawn point repeatedly, it can be even slower. Make a point of either building the southern ramp and blowing the barricade yourself, or requesting a teammate to handle them.

Because the Shield Generator is in a cramped area, it is easily defended by APTs and mines, but this also means that it is a great target for artillery, airstrikes, long range Anansi bombardment, and even EMP and regular grenades from the nearby rooftops. If the Strogg set up an AAT, one of the (presumably abundant) Covert Ops can toss a grenade at it during a hack run, or a Field Ops can airstrike or grenade it repeatedly. In any case, once the anti-artillery shield is gone, call in a Hammer strike to completely clear out the defenses.

In the gap that appears, it is important that a timed attack consisting of at least one Covert Ops and several Medics rush into the breach. Any extra classes in the area should make every effort to protect the hack attempt, stopping or stalling the Strogg who are coming from their base before they can stop the hack attempt.

It is difficult to utilize heavy vehicles in support of the actual hack attempt, but depending on what vehicles the Strogg make use of (and how aggressively they attack the Hotel spawn), it may be necessary to bring up (at least) one Titan for close support. If the barricade is blown, it can be used to directly support the attack on the Shield Generator, destroying turrets and Strogg infantry with impunity.

However, the Anansi remains a strong asset during this stage. If even a single Soldier aids in the air to air combat against the Strogg Tormentor, the Anansi can gain dominance of the sky. Then, the Anansi can easily hover out of range of any Strogg defenders on the ground, all the while pounding turrets and Strogg infantry from a safe distance, as well as taking down any heavy ground vehicles.



Speaking of heavy vehicles, if the Strogg bring up a Cyclops and camp it out near the Shield Generator, it is very important that it is taken down, or disabled with an EMP. Otherwise, it can almost single handedly protect the Generator from any hack attempt. While it may be possible to sneak around to the side of the Generator that the Cyclops can't cover, odds are, with the Cyclops present, GDF are dying in droves trying to get near it, and that's ignoring mines and APTs covering the other side.

Covert Ops are, of course, vital for this step, and Medics can be very helpful in the attempt. Be sure to set up Radar to assist in spotting enemies and Supply Crates to help the offensive.

Field Ops are very important, since their artillery can seriously damage or destroy Strogg defenses. Even with an AAT active, the perfect north/south alley makes an ideal air strike target. Soldiers can still be useful, rockets can assist in taking down deployed units, and if the Strogg use their vehicles heavily, they may be vital.

Engineers are less critical during this stage, while there are a few machineguns that can be constructed, they are positioned largely to defend the area around the Hotel spawn, rather than assist a hack attempt on the Generator. This makes them somewhat of a middling utility. Planting a few mines around the Hotel spawn point before or after constructing the southern bridge can be helpful, however, so can an APT or AVT near the Hotel to prevent Strogg from getting to the spawn point easily.

Once the Shield Generator is successfully hacked, the MCP fires an SSM and blasts the Strogg defenses around the refinery, opening up three possible routes to the Stroyent filters within the refinery.

2. DEFEND THE SHIELD GENERATOR

DEFENSE

Holding the Shield Generator against the GDF is difficult if they play well, and rather easy if they do not. Essentially, it comes down to how well the GDF assault the Shield Generator from multiple directions, utilizing all of the tools at their disposal.

If they do not, it is possible to set up a very hard lock on this Objective, and run the timer down completely (or low enough that holding the final step is fairly easy).

To do this, a couple of goals must be met. The first is the immediate defense of the Shield Generator. Set up APTs around it, covering it from both the north and south at a minimum. Next, get mines planted around the Generator, and on the most probable approaches to the Generator (generally the garage to the east, but if the GDF open alternate routes, the north and south may requiring mining as well). An AAT set up near the alley is very important as well, or all of the defenses can be taken down by an artillery barrage.

Next, bring up the heavy vehicles from the main Strogg base, and either aggressively go after the GDF near the Hotel spawn point, or bring the Cyclops into the alley to fire on any GDF on the rooftops or in the alley itself. Use the Tormentor in conjunction with an Aggressor on the ground to deal with the Anansi, then use the Tormentor to wreak havoc on the GDF offense—it is easy to saturate the area around the hotel with firepower, and fly back to the GDF rear areas to take out any artillery pieces that Field Ops have deployed.

Finally, constantly recapturing the Hotel spawn point is a great boon for the defense, since it gives a significant break between attacks for defenses to be refreshed. With ready access to Icarus, and an opening in the roof of the hotel itself, it is very easy to sneak into the Hotel and recapture the spawn if the GDF are careless about defending it.

URBAN WARFARE

Despite the presence of multiple buildings around the Hotel spawn, there is relatively little reason to actually utilize any of them—they surround the Generator combat area, but they aren't actually between the GDF spawn and the Generator, so they have little bearing on the conflict.

However, enterprising Strogg commandos can take advantage of the buildings easily—fly around the Hotel spawn point, and set up shop atop one of the numerous buildings overlooking the approach to the Generator.

By engaging the GDF from *behind* their spawn position, you can frequently get away with multiple kills before they are even aware of your position; and even once they are, they may not be able to do much about it! You can get to higher ground using an Icarus (or teleporter) easily, not so much for the GDF, who have to use the various ladders scattered about the area.

This also has the added benefit of letting you spot any artillery, radar, or supply crates that may be deployed out of sight, and you can either take care of them yourself, or alert your teammates to their locations.

Even with all defenses in place, it is still necessary to have bodies on the ground near the Generator to protect it. In addition to the core of Constructors, having several Technicians is very useful, as the near constant supply of GDF bodies makes for an easy field of Spawn Hosts. If the GDF don't destroy these hosts, defending the Generator can be very easy indeed.

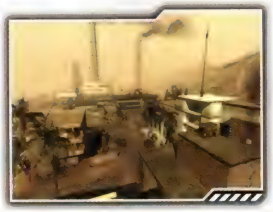
In addition to the Generator defense, Aggressors and Infiltrators are useful for taking the fight to the GDF. Stopping or delaying them near the hotel (or even better, by their Outpost spawn!) is helpful, and Aggressors can also prevent the Anansi or any Titans brought up from being a serious threat. If the GDF have a skilled Anansi pilot, it is advisable to use at least one Aggressor with an Obliterator to aid in the air to air fight—preventing the GDF from utilizing their Anansi makes defense much easier.

Infiltrator's Flyer Drones can be used to good effect, harassing Covert Ops and other GDF on the attack, but sniping is rather awkward due to the terrain. Disguise can be used to sneak into the Hotel spawn point if the GDF are actually defending it. Be *sure* to set up at least one PSI-Radar, having radar coverage of the area can be a great asset for spotting GDF offensives coming from the north or south before they begin.

Oppressors, barring the lone AIT, aren't especially needed for the defense of the Generator. There aren't many substantial targets, barring the vehicles around the Outpost spawn point, and it is unlikely the GDF will spend much time there, unless they completely fail in holding the Hotel spawn. If the GDF Anansi is completely dominating the defense, a Plasma Mortar can be used to take it out, but generally getting a few Aggressors to spawn with Obliterators is enough to take it down (or at least prevent it from effectively attacking the Generator).

If the GDF do open up the alternate routes to the Generator (or they are frequently utilizing the southern water steps), you need to watch for attacks from multiple directions. If you're sticking around the Generator, this is fairly easy, just make sure that the Strogg infantry don't overextend towards the Hotel area, leaving the alley undefended to attacks from the north or south.

Should the GDF finally succeed in breaking your defenses and hacking the Shield Generator, quickly fall back to the final defense of the refinery—just be sure you aren't in the vicinity of the SSM strike when it lands!



3. DESTROY THE STROYENT FILTERS

OFFENSE

With the destruction of the Shield Generator, the MCP can finally launch an unimpeded SSM. The SSM destroys the barred entrances to the refinery, and opens the way to the final Objective. There are two Stroyent filtration bio machines in the refinery, one to the north, and one to the south. Both must be blown apart with a Soldier's high explosive charge.

Because the final Objectives are located within the refinery, this is almost entirely an infantry battle. That means plenty of Soldiers and Medics, and few other classes. However, the area just in front of the refinery can't be completely ignored, because if the Strogg are quick and skilled, they can set up a difficult defense around the new GDF spawn point, located beside the hacked Shield Generator.

There are three entrances to the refinery itself, two are located on the 'front' side (facing east, towards the GDF spawn point) and one is behind the refinery, close to the Strogg base itself (but still safe enough to reach, albeit time-consuming).

The northern frontal entrance deposits you into a series of halls leading to the Northern Filter, while the southern 'main' entrance (the one that was blasted open by the SSM) can get you to either the north or south Filter about equally as fast. The rear entrance is slightly closer to the north Filter, but a few southerly turns can get you to the south Filter quickly as well.

Unless the Strogg manage to stymie your forces outside of the refinery by quickly planting turrets and bringing the Cyclops up, you should have a good shot at rushing one or both of the Filters *immediately* after the SSM is fired. Wait under cover until the SSM hits, then run for the refinery. If you're quick, you may be able to get to a Filter before any Strogg infantry have set foot inside the refinery to defend the Filters.

Both Filters require a Soldier's explosive charge to destroy and, of the two, the north Filter is usually the more difficult to tackle. For that reason, you can either deliberately go after it first, before the Strogg are entrenched, or tackle the southern Filter in the hopes of forcing a last stand defense of the northern Filter.

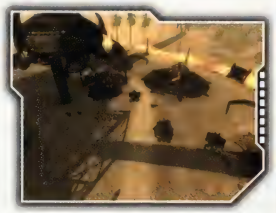
There are only a few short halls that lead to either Filter room. The southern room is a relatively open chamber with three ground level entrances, two on the east, one to the north. The northern room is a large area with an upper walkway that runs around the west and north sides of the room, with stairs leading up to it on the west and northeast sides of the room.

The ground on the northern floor is exposed to fire from the upper balcony, and once the Strogg are entrenched, all eastern access to the room tends to be both watched and mined, meaning that entering from the northern or western refinery entrances may be necessary.

Because of the cramped confines and close proximity mandated by the refinery interior, a skilled Covert Ops can inflict some serious damage to the defenders. It isn't hard to pick up a lone Strogg body outside the refinery, and the disguise can be used to sneak into either Filter room and backstab a key defender (particularly any Technicians present, then Constructors). Don't forget to set up a Radar station as well, knowing where the Strogg infantry are inside the refinery is very helpful.

Other than sneaky backstabbing, the usual infantry force should be assembled to break the Strogg defenses inside the refinery—plenty of Soldiers to actually plant the explosives, and a core of Medics for health and revival.

Field Ops aren't particularly useful during the interior fighting, but it might be necessary to have one Hammer active simply to clear out the Strogg defenses in front of the refinery, if they become heavily entrenched. Due to the speed at which they must be erected, and their close proximity to the GDF spawn point, it is unlikely they'll have any time or inclination to set up an AAT, leaving them wide open to a single Hammer strike).



Engineers aren't necessary, though an AVT or APT could be placed near the refinery to shoot at any Strogg troops that attempt to defend the exterior of the refinery.

Naturally, vehicles, barring any outside fighting, aren't helpful during this final Objective stage.

Keep the pressure on the interior Filters and, when dealing with fixed defensive positions, be very careful about running inside alone, or you can become fodder for Spawn Host creation. This would not be good for your team.

Once both Filters are destroyed, the Strogg Stroyent production in this region is shut down, and this mission is a victory for the GDF.

3. PROTECT THE STROYENT FILTERS

DEFENSE

Defending the final Objective is usually fairly difficult, since the distance that must be traversed from the Strogg main base to the interior of the refinery is lengthy, and the GDF are very close. This means that they can constantly send in Soldiers to attempt to destroy the Stroyent Filters.

The best possible situation is a mix of interior and exterior defense. Inside, Technicians setting up Spawn Hosts and Constructors planting mines should form the core of a solid defense. Outside, Constructors should drop turrets and a few dedicated vehicle users should constantly bombard the GDF spawn point. This tactic can greatly delay the enemy's entrance into the building.

The tricky part is getting these defenses erected before a GDF blitz gets at least one explosive planted. It is very possible to lose one of the filters almost immediately if interior defense isn't ready.

If the Shield Generator looks like it is ready to drop, fall back immediately and get ready to set up defenses. It is very important that you avoid getting hit by the SSM when it strikes the refinery, and its detonation also destroys any turrets set up too close to the blast zone.

As soon as the SSM hits, you should be ready both inside and out to defend. It is highly likely that the GDF have already sent Soldiers ahead who are ready to rush both Filters. If there are no Strogg troops inside, those Filters are almost guaranteed to blow.

It is better to prevent an explosive from being planted in the first place, but if it is planted, there is still a chance for a Constructor to disarm it—just make sure there are Technicians around to heal and revive them.

Because the Filters are the Objective, set up interior defenses first—once some mines are up and running at the entrances to the refinery, and a few Spawn Hosts have been created, it is much safer to attempt an exterior defense.

With the interior defense set up, a few teammates using the vehicles at the Strogg home base and a few Constructors erecting turrets can cause serious delays for the GDF troops attempting to leave their spawn point and reach the refinery.

Note that there are elevated ledges wrapping around the exterior of the refinery which can be reached by Icarus or ladder, and an Infiltrator could set up camp there to snipe at spawning GDF, or continuously drop Flyer Drones. Because an active PSI-Radar is helpful during this stage of the defense, if there are enough teammates to spare one for Infiltrator duty, this is one possible position to play defense from.

Oppressors aren't usually needed during this stage of the map, barring bombardment of the exterior area. Such defense is usually better done with turrets or vehicles. Aggressors can be helpful, but usually more Technicians and Constructors make an impact inside, as the Obliterator is not especially needed (and often deadly to your teammates inside on defense).

Be careful with mine placement—multiple mines around the Filters can easily result in inadvertent teamkilling, it is safer (and often more effective) to set up mines at head level near the hallway corners and on the interior of open doorways, prime positions to instantly kill any GDF infantry making their way into the refinery.

One last note—watch the rear entrance. It often isn't used by the GDF, but if your whole team is focused on the two eastern entrances to the refinery, you can let a Soldier slip past and reach the Filter that has fewer defenses.

Holding the refinery for the remaining time on this mission can be difficult, but it is not impossible. Focus on protecting the Filters and then slowly push back against the GDF outside the refinery once you have stabilized the defense. Done properly, and you can secure this vital source of Stroyent for the Strogg.

DEPLOYABLE MAP

STROGG

Area 1

Initial deployment of turrets (and to a less extent) artillery is very important. You can set up turrets directly on and around the road leading to the Outpost, and you should do so. Enough AVTs in place can make it devilishly difficult for the GDF to get the MCP deployed in one piece.

Artillery can be set up around the initial forward Strogg spawn point, and can be used to bombard a disabled MCP, making it even more difficult for the GDF to repair it.

If multiple turrets wind up getting placed near one another, be sure that someone sets up an AAT to protect them from bombardment.

It is possible for the GDF to take the MCP along the far eastern dirt road to reach the MCP, so be sure to erect defenses that can handle that route.

Area 2

Once the GDF claim the Outpost, your available deployment area shrinks significantly, but turrets and artillery can still be deployed all around the Shield Generator to the north and south. Carefully planting APTs (to hold off Covert Ops) and infantry pushes are very important.

An AAT is vital in this area, as it is very compact, and highly vulnerable to being shelled by the GDF. Due to the geography, it's hard to avoid eating air strikes, but don't make it easy for the GDF to add artillery to that menu.

GDF

Area 1

Initially, the best place to drop artillery for the MCP push is simply within the GDF base. There's usually little need for turrets (unless you get *really* pushed back on your heels). Use artillery strikes to take out any heavy turret fields that the Strogg erect around the MCP's Outpost destination.

Area 2

Once the Outpost is claimed, it *can* be used for artillery placement, but it actually isn't necessary to do so—artillery placed (or still remaining) at the main GDF base can strike the Shield Generator area just fine, and in fact, is usually safer from enterprising Strogg troops (anything but a Tormentor specifically out to destroy artillery in your main base).

With the Hotel area spawn claimed, it may be necessary to erect some turrets on the grounds around the Hotel, both to prevent Strogg infantry from reclaiming it, and to stop the Strogg from camping the spawn point with heavy vehicles.

Area 3

Once the Shield Generator is deactivated and the SSM fired from the MCP, there is little need for artillery pieces, and it isn't likely that turrets will be useful or necessary—outside the very rare case where the Strogg erect such solid defenses outside the refinery that you are forced to place AVT or APTs simply to drive them back. Such turrets can be placed to the north and south of the final GDF spawn point.

Area 3

The final refinery defense only allows for turrets to be erected immediately in front of and around the refinery. If you can establish a solid interior defense, and then have a few Constructors move outside briefly to drop turrets, it becomes very difficult for the GDF to cross the open ground without taking at least some damage.

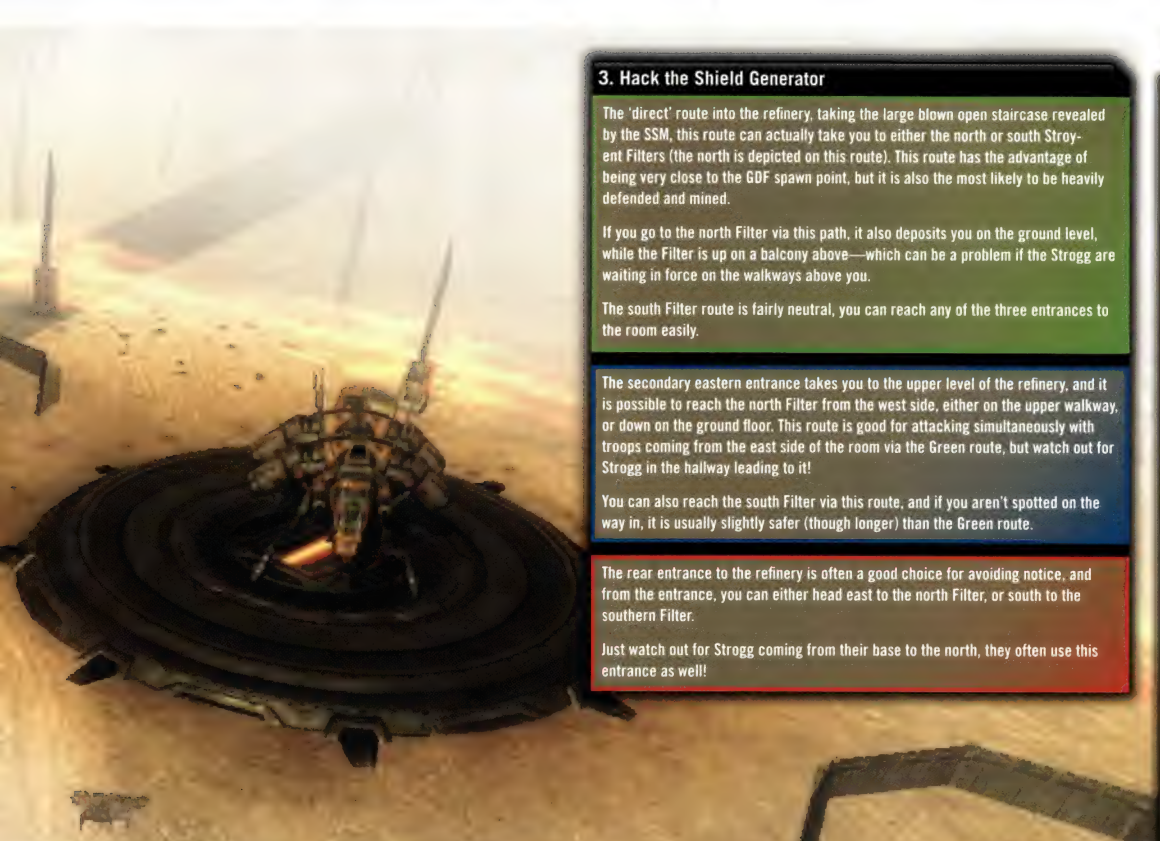
Artillery is unlikely to be useful, given the bulk of the fighting occurring indoors, but it is possible to shell the GDF's final spawn point from the main Strogg base easily enough.

ROUTE MAP

1. Deliver the MCP to the Outpost

The main route to the Outpost is not necessarily the best one to take. This direct route down the paved road leads straight to the Outpost deployment area, but it is also *completely* exposed to all Strogg forces lying in wait, as well as any turrets placed along the roadway. Only take this route if you can be certain of heavy GDF vehicle and infantry support every step of the way.

The alternate eastern route to the Outpost is far safer, simply because the buildings between the two roads offer a screen from the Stroggs spawn point. In addition, because you can actually drive the MCP right off the edge of the small hill and into the Outpost area, it is much harder for the Strogg to stop the MCP from reaching its destination.



3. Hack the Shield Generator

The 'direct' route into the refinery, taking the large blown open staircase revealed by the SSM, this route can actually take you to either the north or south Stroy-ent Filters (the north is depicted on this route). This route has the advantage of being very close to the GDF spawn point, but it is also the most likely to be heavily defended and mined.

If you go to the north Filter via this path, it also deposits you on the ground level, while the Filter is up on a balcony above—which can be a problem if the Strogg are waiting in force on the walkways above you.

The south Filter route is fairly neutral, you can reach any of the three entrances to the room easily.

The secondary eastern entrance takes you to the upper level of the refinery, and it is possible to reach the north Filter from the west side, either on the upper walkway, or down on the ground floor. This route is good for attacking simultaneously with troops coming from the east side of the room via the Green route, but watch out for Strogg in the hallway leading to it!

You can also reach the south Filter via this route, and if you aren't spotted on the way in, it is usually slightly safer (though longer) than the Green route.

The rear entrance to the refinery is often a good choice for avoiding notice, and from the entrance, you can either head east to the north Filter, or south to the southern Filter.

Just watch out for Strogg coming from their base to the north, they often use this entrance as well!

2. Hack the Shield Generator

The straight route from the Outpost to the Hotel spawn point, it is very important to claim this spawn as quickly as possible after the Outpost is taken, and then hold it for the duration of the assault on the Shield Generator.

Note that there is a southern and western entrance to the Hotel, and it is possible to climb atop the buildings from the north via ladders, and drop into the Hotel from the north road if necessary.

The northern Strogg barricade must be blown by a Soldier before it can be used, but once open, it is possible to drive the Titan right into the teeth of the Strogg, and it can be used as another direction for infantry to apply pressure.

The only real downside to this route is that it is directly in line with the Strogg main base, and you are likely to be spotted by freshly spawned Strogg taking this path in.

The direct route into the Shield Generator alley, this path takes you through the garages of the buildings in front of the Hotel spawn—it also usually takes you into multiple mines, Strogg infantry, and an APT positioned at the doorway exit facing right at you.

Keep in mind that you can climb onto the buildings just east of the Generator from multiple ladders, and use the rooftops to drop grenades, air strikes, or even rockets onto the defenders.

The southern route across the bridge requires that an Engineer construct it. Once built, the bridge is awfully exposed to fire from the alley around the Generator, but only if the Strogg are actively watching it. If they neglect this assault ramp, it is very easy to flank the defenders from the south, and generally cause havoc with their defenses, especially if GDF are pushing through from the center east and north as well.

STRATEGIC MAP

GDF

GDF 1

The GDF main base, be sure to utilize all of the vehicles available here during the MCP stage of the mission, and even once that is completed, backspawn to utilize the Anansi for supporting the offense. If for some reason you get really bogged down during the Shield Generator stage of the mission, you can bring the Titan up quickly by using the land bridge to the northwest of the base.

GDF 2

This land bridge connects the GDF base to the small city area east of the refinery. This is useful during both the first and second stages of the mission.

During the MCP stage, you can drive over here on a Husky and reach the Strogg spawn point, the better to sabotage their artillery, destroy or damage any vehicles, and get a jump on their deployed turrets from a flank or the rear.

After the Outpost is claimed, you can still use it to bring up the Titan (or even the Trojan) as necessary to assist in holding the Hotel spawn and sieging the Shield Generator.

GDF 3

The Outpost is the destination for the MCP. Don't forget to keep the MCP repaired after the Shield Generator is hacked, or it won't fire the SSM!

Several heavy vehicles spawn here after the Outpost is claimed, use them to secure the Hotel spawn and harass the Strogg once the northern barricade is blown by a Soldier.

GDF 4

The Hotel spawn point. It is vital that this location is claimed and held by the GDF if a serious assault of the Shield Generator is to take place.

GDF 5

These buildings are the eastern barrier protecting the Shield Generator. They work for and against you, preventing quick access to the Generator, but shielding your infantry from the usual forest of APTs in place. Use the tops of the buildings to harass the Strogg defenders.

GDF 6

This assault ramp must be constructed by an Engineer to be utilized—and should be!

GDF 7

The northern barricade protecting the north flank of the Strogg around the Shield Generator should quickly be blown by a Soldier (this can actually be done at any stage of the mission!)

GDF 8

The Shield Generator, your second mission target, this is the focus of your Covert Ops, and should be constantly assaulted from every direction to open a window for a successful hack attempt.

GDF 9

The northern Stroyent Filter is located in this room, and it must be destroyed by a Soldier's explosive charge.

GDF 10

The southern Stroyent Filter is housed in this chamber. It too must be blasted by a Soldier's explosive charge to secure victory.

STROGG

Strogg 1

The Strogg main base. Don't hesitate to backspawn to pick up the Tormentor here for the first and second Objectives. Additionally, if defense stabilizes on either Objective, bring up the Cyclops! If the Cyclops from the first spawn point can be held, you can create serious trouble for the GDF offense.

Strogg 2

These buildings provide superb cover for Aggressors armed with Obliterators to disable the MCP and kill supporting vehicles or infantry. They are also good for Infiltrators sniping or using Flyer Drones, and should be used to cover infantry movement while constantly harassing the MCP.

Strogg 3

One of the areas vital for defending the Outpost, it is easy to set up AVTs here to prevent the MCP from deploying, just beware of an artillery strike, and try to keep an AAT up at all times.

Strogg 4

The first Strogg spawn point, this is simply a temporary base until the GDF claim the Outpost. Abuse the Cyclops you are provided here heavily!

Strogg 5

This alley must be defended to protect the Shield Generator. Erect multiple APTs to prevent Covert Ops from approaching, mine the area, and then watch out for attacks from the rooftops to the east, a blown barricade to the north, and from the south either via the water access or the assault ramp.

Strogg 6

The final outdoor defensive position, turrets can be erected here, and vehicles brought forward from the main base to harass the GDF. Be sure to set up your interior refinery defenses first, then attempt to waste more of their time outside with turrets and vehicles.

GENERAL

General 1

This hillside overlooks the Outpost area from a great height, and makes a decent destination for either a Field Ops or a Covert Ops dropping artillery or sniping. Conversely, the hillsides can work just as well for Oppressors or Infiltrators.

General 2

These buildings have rooftops that can be reached from a ladder on the eastern side. This is usually a better place for Strogg snipers than GDF troops, but either side can reach it (the Strogg more easily with the Icarus and teleporter). There are sloped solar panels on the rooftops here that can be used to ramp jump between the building rooftops.

General 3

This northern road is oddly out of the way for any of the primary Objectives, and as such, has very little tactical value. If you're muddling around out here, get back in the fight!

General 4

These buildings have multiple ladders on the sides that allow access to the balconies and rooftops. Like the buildings at General Point 2, there are slanted solar panels atop them that allow for ramp jumps between the various buildings.

General 5

These buildings can provide some cover for GDF troops coming up from the land bridge to the south when attacking the Strogg during the MCP stage, or simply as cover when bringing up the Titan during the Generator stage.

General 6

This small dock allows the GDF to deposit multiple troops to the south and west of the Shield Generator with a Trojan. Watch out for this if you are playing defense, and use it as the GDF.

algeria, north africa

vinson massif, ellsworth land, antarctica

Barring a tiny oasis near the dusty desert village, there is no relief from the sun or the sand in this urban battlefield. The sprawling village covers plenty of the mission area, and though the buildings here are squat and seldom more than two floors in height, their close proximity creates a maze of alleys that create natural choke points and force firefights.

Once the GDF break through the Strogg Slipgate, the terrain changes substantially! The blasted, ice-covered wastelands of the Antarctic are a snowy, freezing barrier that the Strogg hoped would protect their massive Nexus, a towering building of Strogg technology dominating the landscape. However, even it cannot outshine the amazing lights of the Aurora Australis, visible in the sky.

NORTH AFRICA

SLIPGATE

The GDF forces have located an active Slipgate leading to a major Strogg facility deep in Antarctica. The Strogg Nexus can be destroyed if the Slipgate is secured; this would severely damage the Strogg's command and control network.

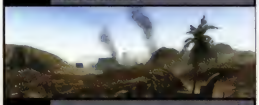
This mission actually takes place on *two* entirely different terrain types, as the GDF and Strogg battle it out in a blasted desert town, before going through the Slipgate and continuing the battle in the icy weather near the Nexus tower.

TERRAIN MAP

SLIPGATE DATA
OFFENSIVE FORCE: GDF

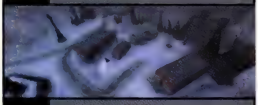
Primary Objectives

1. Hack the Slipgate Controls (North Africa)

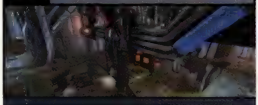


2. Drive the MCP through the Slipgate into Antarctica

3. Deploy the MCP at the Antarctica Outpost



4. Plant an HE Charge to destroy the Strogg Nexus Tower



Secondary Objective (All Classes)

1. Capture the Garrison Spawn Point (North Africa)
2. Capture the Slipgate Checkpoint Spawn Point (It's in Antarctica and available only after the GDF drives an MCP through the Slipgate into Antarctica)

Secondary Objectives (Soldier)

1. Destroy West Barricade (North Africa)
2. Destroy South Barricade (North Africa)
3. Destroy East Barricade (North Africa)

Secondary Objectives (Engineer)

1. Construct Guard Towers: Fort and Village (North Africa)
2. Construct MG Nests: Command Post (stop Garrison Spawn Point) and Fort Road (North Africa)

VEHICLES

IN GDF NORTH AFRICA BASE (START)

NEAR NORTH AFRICA SLIPGATE

AT GARRISON SPAWN POINT (NORTH AFRICA)

GDF VEHICLES (AFTER GDF CAPTURE BUT *BEFORE* HACK SLIPGATE OBJECTIVE COMPLETE)

GDF VEHICLES (AFTER GDF CAPTURE *AND* AFTER HACK SLIPGATE OBJECTIVE COMPLETE)

AT SLIPGATE CHECKPOINT SPAWN POINT (ANTARCTICA)

GDF VEHICLES (AFTER GDF CAPTURE)

IN STROGG ANTARCTICA BASE

AT ANTARCTICA OUTPOST

STROGG VEHICLES (BEFORE MCP DEPLOYED AT OUTPOST)

GDF VEHICLES (AFTER MCP DEPLOYED AT OUTPOST)

MISSION MAP

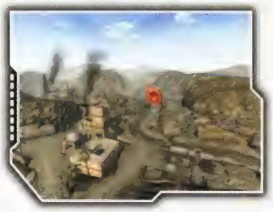
OBJECTIVE OVERVIEW

1. HACK THE SLIPGATE

OFFENSE

The GDF mission to hack the Slipgate is one of the most difficult single Objectives for any mission *in the entire game*. The Slipgate itself is located in a highly defensible position in an urban area with plenty of perfect terrain for Strogg turrets and only a handful of viable assault routes for assaulting GDF Covert Ops.

While the Slipgate itself can be hacked on three sides, all approaching routes are defensible with turrets and mines and the Slipgate is located close to the Strogg spawn point. However, the GDF spawn point is not only a good distance away through an urban area, but it is also a capturable spawn point. The obvious implications of this are that the Strogg can reclaim it, knocking GDF troops back to the main GDF base, which is *much* farther back from the Slipgate.



Hacking the Slipgate is the most difficult part of the mission, but fortunately, the second and third Objectives are (usually) significantly easier once this has been accomplished.

Preparations are required prior to hacking the Slipgate. The forward Garrison spawn point must be captured and several barricades leading into the city should be destroyed by Soldiers.

The GDF base is located far to the south of the town—and the Slipgate. Making regular assaults on the Slipgate from the main base is not an effective tactic, as the vast distance gives ample time for the defenders to repair any damage done and provides opportunities to push out against your offensive before it even reaches the Slipgate.

Seizing the Garrison spawn point is critical to beginning a serious sustained assault on the Slipgate. Claiming the Garrison spawn is relatively easy and though defending it with an Engineer might be overkill, it should be the highest priority to recapture it should the point fall to a Strogg assault.

There are three barricades on the southern outskirts of the city; one each to the east and west and the third being centrally located within the valley encompassing the mission area. While it is not at all necessary to destroy them, doing so opens alternate routes for the Titan to travel into the city streets. The eastern barricade blocking vehicle access to the Garrison spawn can be skipped thanks to a break in the wall beside it.

Because the Garrison spawn is located to the far southeast of the city, letting the bulk of GDF forces travel via the most direct route to the Slipgate is easy. This takes them through the buildings in the southeast of the city, or along the main eastern road ending at the Slipgate.

Either route is likely to be guarded and patrolled by Strogg troops. Having Covert Ops continuously attack from a southeasterly direction allows the Strogg to focus fixed defenses and concentrate their infantry defenses against a single force.

ROOFTOP VANTAGE

There are numerous buildings with upper floors, or accessible roofs; make use of them. Not only do they provide a better line of sight on the Strogg defenses, they help to avoid any mines planted in the city streets and alleys, as well as possibly skirting any Strogg infantry roaming on ground level.

This is especially important for Soldiers, Field Ops, and Covert Ops. Soldiers should rain down rockets while Field Ops call in artillery, and Covert Ops engage in a bit of pre-hack sniping.

It is crucial that periodic assaults use more westerly routes to assault the Slipgate. It is possible (and easy) to directly assault the Strogg spawn point to the northwest of the city. As this is not a main base spawn point, it has no fixed defenses, making it an ideal target for harassment and bombardment from a Titan, Anansi, or a small group of infantry.

Keeping the Strogg tied up at or near their spawn point leaves the Slipgate wide open to a strike team of Covert Ops and Medics, or provides time for an AAT to be taken down, allowing an artillery strike to clear all deployables and mines around the Slipgate.

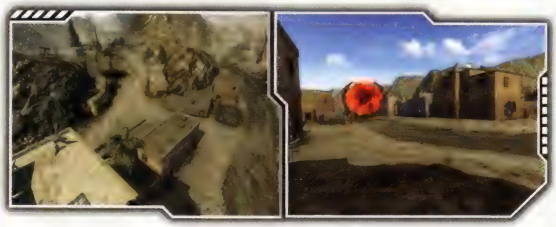
Neither side has access to many vehicles during this stage of the mission, but it *is* possible for the Strogg to travel through the Slipgate and bring heavy vehicles through the Slipgate—even a Cyclops, given enough time! Make extensive use of the Titan and Anansi at the main base. They represent one of the few advantages given to the GDF during this stage of the mission.

There is a Bumblebee located in the main base. However, it's slow and the Strogg have plenty of cover in the city. It's a dangerous option to fly it directly to the Slipgate—even partially loaded.

Both the Titan and the Anansi at the main GDF base should be used to put constant pressure on the Strogg forces around the Slipgate. Ideally, they should tie them up as the Strogg emerge from their spawn point and make their way to the Slipgate. At a bare minimum, tying up the Strogg forces and destroying the deployables around the Slipgate is critical. It opens a needed window of opportunity for a Covert Ops to sneak in and finish the hack of the Slipgate.

As is usually the case with offensive Objectives, every class, barring the Engineer, is important. Soldiers should assist in dealing with any Strogg vehicles. The plentiful cover in the city and elevated and concealed areas provide ample locations from which to launch rockets at deployables (or Strogg troops).

Field Ops should saturate the area around the Slipgate with suppressing artillery fire. It is extremely likely the Strogg will erect an AAT in an awkward location. If possible, having Soldiers or the vehicle users take it out is usually easier, but Covert Ops on their way to the Slipgate can also EMP it easily enough. Don't hesitate to get in close to the Slipgate and use Ammo packs to throw a hail of grenades down on deployables—this can be just as effective at eliminating a key deployable as an artillery strike if the Strogg don't notice your position in time.



Medics should accompany any Covert Ops push, to give the attempt a better chance of success, and Covert Ops are necessary to even attempt the hack on the Slipgate. As is usually the case on fixed Objectives, be wary of mines planted on the three hackable panels surrounding the Slipgate. You may need to toss a grenade to clear the way before moving into make a hack attempt.

Once the Slipgate is successfully hacked, it is usable by GDF forces—as opposed to instantly fatal. With the Slipgate allowing access to the Strogg's Nexus base in the Antarctic, an MCP is flown in to set up a temporary Outpost in the icy waste.

1. DEFEND THE SLIPGATE

DEFENSE

Stymieing the GDF forces at the Slipgate is the first step of a successful defense on this map, as it is easily the most favorable of the three Objectives for a defensive attempt.

The GDF must have Covert Ops hackers in position at one of the three hackable orange panels that surround the Slipgate, and they must remain there in place for a decent amount of time—more than enough for a well-placed turret to mow them down, or a mine to prevent them from approaching in the first place.

As you might expect, Constructors are vital for the Slipgate defense. Erecting turret defenses around the Slipgate can cover both sides easily, preventing Covert Ops (or any GDF infantry) from approaching it safely. The Slipgate is deep in the heart of the city, and there is little clear terrain around it, which only leaves a few viable routes for GDF vehicle assaults. Most infantry attacks tend to come from the southeast, as that is the only close spawn location.

Be wary of attacks from a more westerly direction, canny GDF forces are likely to send both vehicles and infantry in an arc around the west side of the city, which is more open, and ends up with line of sight to the Slipgate from the west and northwest, directions that may not be covered by turrets at all.

With APTs and possibly one AVT covering the road to the Slipgate, you can usually turn your attentions to stuffing up the GDF ground forces as they approach through the city, before they even get close to the Slipgate. Planting mines in the narrow alleys of the city to the southeast may result in numerous GDF casualties.

While the primary focus of defensive forces should be on and around the Slipgate, it is important that a secondary group is dedicated to making the GDF's life miserable before they even reach it. Constantly reclaiming the Garrison spawn point throws a wrench in their attempts to even get close to the Slipgate, much less make a successful attempt at hacking it.

Infiltrators can do this with ease. There is usually a ready supply of GDF bodies in the city or near the Slipgate, but any class can usually manage to sneak in unnoticed, as long as you wait nearby until a fresh GDF spawn wave has moved away from the spawn point. Because of the awkward position, it is rarely defended by an APT, and given the usual paucity of Engineers on offense, you frequently don't need to worry about mines either. However, if you constantly recapture it, which should be a goal, the GDF may finally respond by laying mines and adding turrets to the area.

If the situation around the Slipgate stabilizes, give serious thought to backspawning (or, in this case, continent spawning) in Nexus base. This offers you the opportunity to bring a Tormentor forward. Yes, it can be flown through the Slipgate!

Bringing up the Tormentor puts you on even terms with the Anansi. If you have a superior pilot on your team, or if Obliterator support is on hand, ruling the skies severely damages the GDF's chances of getting past this Objective.

In addition, bringing forward another Desecrator or even the Cyclops, is an option; just be mindful of the time wasted in transit. The Tormentor is ideal because there is minimal lost time in transit since it can quickly reach the Slipgate.

The vehicles around the Slipgate spawn point should be used to fight off the GDF Titan, and support attacks on GDF forces moving through the city. With only a Desecrator and a Hog available, you won't be mounting any serious vehicular assaults, but the Desecrator can do some respectable damage. Ramming GDF forces or the Titan with the Hog is always useful. The two Icarus that are present are handy for building hopping, and allow you to obtain positions that have a commanding view of the battlefield.

It is extremely likely that the defenses around the Slipgate will constantly get damaged, disrupted by an EMP, or be destroyed. Have plenty of Constructors on hand to repair and replace them continuously. A core of Technicians can create many Spawn Hosts around the Slipgate, making it even more difficult for the GDF to reach.

Soldiers and Infiltrators are both useful for city combat, Obliterators from cover are powerful, and the Infiltrators Flyer Drone is almost unstoppable given the terrain. Be certain that the core Constructor and Technician needs are met before focusing on city combat or retaking the Garrison spawn point.

Oppressors are not vital to the mission, but they can cause problems for the GDF by shelling the area around the Garrison spawn point. Destroying the Huskies there and saturating the area with firepower if carefully timed to coincide with a fresh spawn can cause even more delay in GDF troops even approaching the Slipgate.

A tight and well-organized defense at the Slipgate can potentially maintain a full lock, and achieve a defensive victory before the GDF even progress. Even if this does not occur, milk every second from this defensive position. The more time the GDF waste here, the less you need to worry about them blitzing the defenses around the Antarctic Nexus.

2. DRIVE THE MCP THROUGH THE SLIPGATE
3. DEPLOY THE MCP AT THE ANTARCTIC OUTPOST

OFFENSE

With the Slipgate successfully hacked, it is now possible for GDF troops to move through the Slipgate and reach the Antarctic. While you can move through it immediately (more on that in a moment), don't go rushing in just yet. After the Slipgate is hacked, an MCP is called in and deployed near the Garrison spawn point. This MCP must be driven through the Slipgate, and deployed to create a forward Outpost in the Antarctic, before a full-scale assault on the Nexus is attempted.

As with most Strogg fortifications, the Nexus is shielded by Strogg energy fields, and only the MCP's SSM is powerful enough to take out the security system generator. Get the MCP to the Outpost in one piece, deploy it, and launch the SSM to breach the Strogg defenses.

There is one critical reason for sending at least one GDF trooper through the gate: the Slipgate Checkpoint spawn is located just on the other side, and capturing it quickly is crucial to rushing the MCP to its destination safely. Have one player wait at the Checkpoint spawn, and as soon as the MCP comes through the gate, claim the spawn point.

However, blitzing the Checkpoint spawn won't work well if the MCP never makes it through the Slipgate. It's worth going ahead, in case the Strogg don't manage to stop it, but be aware of the battlefield situation. The MCP may not make it through the Slipgate, without a substantial escort, if the Strogg are still representing a strong defensive force around the Slipgate, and still have AVTs erected.

If the Strogg are still present in force, bring up the Titan, the Anansi, and any artillery strikes as needed to clear out the remaining Strogg defenses. If the MCP is disabled, be sure that several players switch to Engineer to get it moving again, but don't do this while the Strogg still have threats in the area!

Note that hacking the Slipgate also triggers the delivery of more vehicles, including a Trojan and an Armadillo. The Trojan is handy if the Strogg are using their Tormentor, and if not, you can still park it along the main street and fire at Strogg deployables or troops in the distance.

Once the MCP is safely through the Slipgate, the Slipgate Checkpoint spawn can be claimed, providing a beachhead in the Antarctic. At this point, expect the Strogg to fall back to their main base. This means you're going to be up against heavier vehicles.

There are two routes that can be taken to the Outpost on the other side of the Slipgate. The rightmost, eastern route is more direct, but is likely to be heavily contested by the Strogg. The western route is a bit slower, but travels along a road that is as far as possible from the Strogg spawn and usually takes longer for them to reach the MCP.

Both routes end at the same Outpost destination, midway up the map. It's likely that the Strogg will have AVTs erected by the time you get there. It is critical that they are cleared out, either by vehicles, long-ranged Soldiers, or even an artillery strike. Done quickly, it can hit before the Strogg even have a chance to set up an AAT, as AVTs usually go up first, in an effort to stop the MCP.

If the MCP gets disabled at this stage, rally from the Checkpoint spawn and move to clear the Strogg away from it as a group. If absolutely necessary, you may even need to backspawn and bring up the Titan, Trojan, or Anansi to assist against the Strogg forces.

Once the MCP is successfully delivered to the Outpost, it deploys and launches the SSM, blasting the Strogg's security generator station, and disabling the energy fields protecting the Strogg Nexus. The final assault on the Nexus can begin!

3. STOP THE MCP FROM DEPLOYING

DEFENSE

Holding the MCP off in Antarctica can be difficult, but it is possible to waste a lot of GDF time on this stage of the mission. First, if the defenses around the Slipgate have not been completely lost when it is hacked, it is still possible to disable the MCP in the city before it even reaches the Slipgate.

Stopping the MCP early and keeping it suppressed can waste a lot of GDF time, especially if you've managed to bring up the Tormentor, or if you have a Desecrator planted with line of sight to it. It's even worthwhile to use an Oppressor's artillery strikes if the MCP is disabled for any length of time, as Rail Howitzer bombardment makes it almost impossible for the GDF Engineers to repair it.

How long and how hard you attempt to hold the MCP in the city depends entirely on how quickly you manage to disable it, and how many deployables are remaining to slow it down. If it is apparent that the MCP is going to get through the Slipgate, it is vital that the Strogg team quickly falls back and begins to erect defenses around the MCP's Outpost destination.

Getting AVTs up early can stop the MCP cold, and an AAT erected along with them makes it more difficult for the GDF to quickly clear out the turrets, as they are in an otherwise exposed location vulnerable to a single artillery blast.

STOP THAT SPAWN

While it is unlikely that you can reclaim the Slipgate Checkpoint spawn and keep the MCP disabled, it is worthwhile to send at least one player into the spawn point. If they eliminate the first few GDF troops that attempt to capture it, and either prevent them from taking it, or recapture it immediately, it seriously hurts the MCP's chances of reaching the Outpost safely. With the Checkpoint spawn unclaimed, GDF forces respawn back outside the Slipgate, often leaving the MCP completely undefended.

Aggressors armed with Obliterators are useful, and bringing forward all the heavy vehicles from the main Strogg base is helpful. Used in conjunction with the vehicles at the Outpost, before GDF claim it, you can stop the MCP on the road before it has a chance to make any progress.

Once the MCP is disabled, keep the pressure on it, solidify your deployable defenses around the Outpost, and if the hold looks safe, attempt to recapture the Checkpoint spawn.

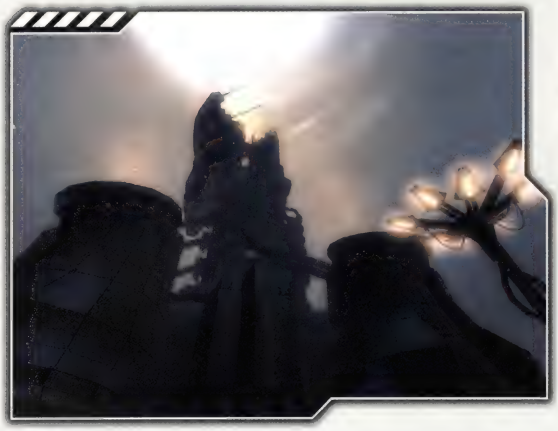
It is usually difficult to hold off the MCP for any great length of time, but a concerted effort can run even more time off the clock, and keep the GDF out of the Nexus for as long as possible.

4. DESTROY THE STROGG NEXUS

OFFENSE

When the MCP is finally deployed (and still intact), it launches an SSM at the Strogg security power station, disabling the shields protecting the Nexus core.

Once the shields are down, the final goal is in reach. The Nexus must be destroyed by a Soldier's H.E. Charge. Destroying the Nexus would be a great victory for the forces of Earth, and would severely damage the Strogg's operations.



Thankfully, in comparison to the first Objective during this mission, the final Objective is actually comparatively easy. There are *four* entrances to the Nexus core, two on the south side, closer to the GDF Outpost, and two on the north side, closer to the Strogg main base.

Because this is almost entirely an interior combat Objective, Field Ops artillery, and vehicles aren't especially useful. Vehicles generally serve as a quick transit to a point of entry at the Nexus itself.

GATEKEEPERS

If the Strogg manage to repel your initial assaults on the Nexus and establish defenses around the southern entrances, either with turrets or vehicles, you may have to deal with them before you can continue the assault on the core.

Evaluate the situation before deciding whether to spend time fighting with the Strogg outside the Nexus at all. If possible, simply bypass their defenses and use a different entrance. There are more routes into the core than the Strogg can guard, and it is often better to spend a few seconds traveling than a few minutes fighting.

The core assault force should consist of plenty of Soldiers, and a good number of Medics to boost their health and provide healing and revival services while the bomb attempt is made. Covert Ops and Engineers generally aren't needed, though if the Strogg entrench themselves, a stealthy Covert Ops can inflict some havoc while disguised. Activate Radar to see exactly where the Strogg defenders are located in the Nexus—and which entrance isn't being covered properly.

All the entrances to the Nexus lead through a few short hallways before depositing you at the core area, a large open area with multiple levels. The center level in the center of the room holds the Nexus core, where the explosive charge must be planted.

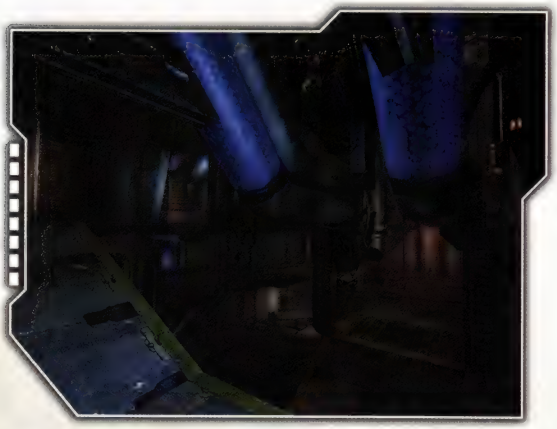
Because there are multiple levels, it's advisable to take the upper path into the room, simply to have the height advantage against any Strogg troops when you do finally emerge in the room. Taking the low road is desirable only to avoid ready notice. Use the overhanging walkways as cover to shield your approach until you are close enough to use one of the grav lifts to reach a higher floor.

The center area around the Nexus core is blocked on the north and south by barriers, and is accessible via ramps on the east and west sides. It is also terribly exposed, with no cover immediately around the core, and plenty of lines of sight for Strogg troops acting as defenders.

Expect plenty of Strogg mines to be planted near the core, so be ready with grenades to clear them out. It is also likely that the Strogg will have a supply of Technicians present to create Spawn Hosts—Medics should be alerted to clear any hosts spotted during an assault run.

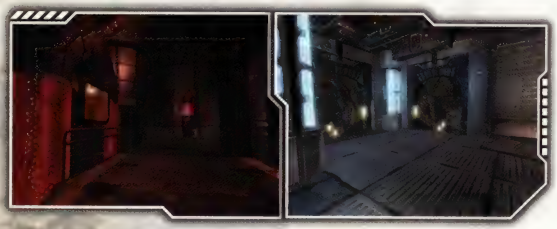
Because of the risk of over-supplying the Strogg with Spawn Hosts, try to move together as a large force of Soldiers and Medics to hit at the same time, *or* wait until such a force is on the attack before making an approach from the opposite direction. Sometimes, simply coming into the Nexus from the Strogg side of the core can be enough to catch the defenders unaware. It is most time-consuming to reach the northwest entrance, but you are less likely to be spotted entering the Nexus than the northeast entrance.

Generally, planting the explosives is done in one of two ways—either the room is completely cleared of Strogg forces, and you can plant it unimpeded, usually resulting in a victory (there's generally not enough time for any Strogg Constructors to get back in time and disarm it), or you manage to sneak into the core area while a fight rages around you, and get the plant off before getting shot. If that happens, you can only hope the remaining GDF forces (if any) finish off any nearby Constructors and/or Technicians before they disarm the charge.



If possible, have multiple Soldiers plant charges simultaneously, if done, this almost guarantees a victory, as it is difficult for the Strogg to disarm multiple charges in time.

When a charge is successfully planted and detonates, the map ends in victory for the GDF, and a serious defeat for the Strogg invaders!



4. DEFEND THE STROGG NEXUS

DEFENSE

Defending the Nexus core is a complex task, as it is an open room that is difficult to fortify because of the many avenues of assault for the GDF forces. Defending the Nexus core should be done in two stages: 1) set up a strong interior defense, and 2) attempt to disrupt the GDF forces as they move from the Outpost to the Nexus itself.

As the bulk of the conflict during this stage of the mission occurs within the confines of the Nexus citadel, a core force of Technicians and Constructors should make up the bulk of the force. Constructors are vital for disarming planted explosives, and their mines also help in defending the Nexus core. Technicians should be available for revival purposes, Stroyent supply, and Spawn Hosts.

Aggressors and Oppressors are all somewhat less necessary here, however, Oppressor artillery can be useful to saturate the GDF's Outpost spawn point, which are helpful in delaying their attack somewhat.

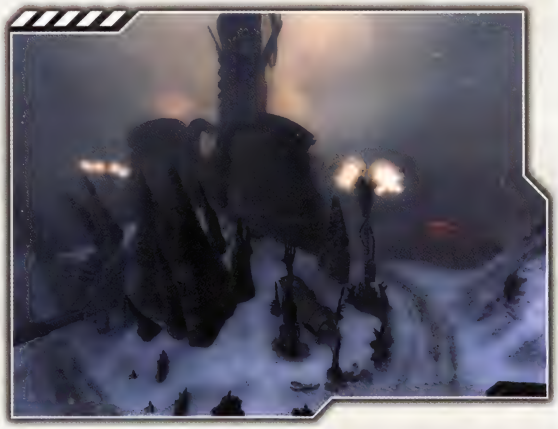
Infiltrators' PSI-Radar is important enough to track GDF movements that you may want to consider having one on defense simply for the combination of radar coverage and Flyer Drones to take out Soldiers near the core.

It is possible to set up turrets just outside the entrances to the Nexus (usually the southern entrances), but because the GDF can come in through any of four access points, it usually won't stop them from getting inside. The interior defense is vital for the time spent defending the core.

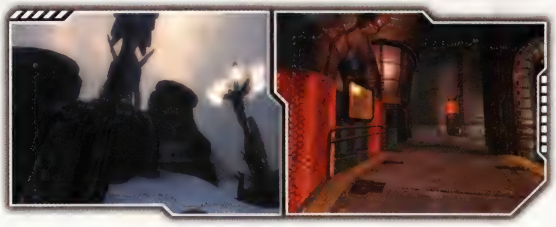
The GDF's spawn point is exposed, and assaulting it with extra troops using the Icarus, Tormentor, Cyclops, and even ground vehicles can be worthwhile, as the more time they spend fighting outside, the less time they have to crack the interior defenses and detonate the core. However, don't attempt such an aggressive tactic unless you're positive that the interior defense is well taken care of. The GDF are usually intensely blitzing the Nexus core, and unless you manage to kill literally every single spawning GDF troop, some will slip through.

Inside the Nexus Core, mines should be planted at the southern entrances, and on the approach to the core itself. Planting mines leading to the core can be more useful than on the core itself, as GDF troops usually toss grenades to clear out mines before moving in and attempting to plant an explosive charge.

If a charge *does* slip through, there is still hope—if you can get a Constructor there in time, the charge can be disarmed. If you find yourself in a situation where *you* are the only Constructor standing, be sure there aren't any GDF troops guarding the planted charge before you attempt to disarm it. You have a few seconds to quickly scan the area and attempt to take out any GDF troops. You may die while doing so, but the alternative tends to be getting shot in the back of the head seconds from defusing the charge.



If you can manage to hold off the GDF for the remaining time on the clock, this map is a Strogg victory, and the GDF fail to destroy the critical Antarctic Nexus!



DEPLOYABLE MAP

GDF

Area 1

The GDF main base is a solid place to drop artillery pieces. It is unlikely that the Strogg will assault the base directly and you shouldn't need to replace it once it is down.

Area 2

The usable deployable area around the Garrison spawn point is very limited, but you can at least set up a useful radar (though you may wish to do this farther to the west out of sight), and if absolutely necessary, APTs can be erected to help protect the spawn point (important, if the Strogg are aggressive about recapturing it).

Area 3

While the MCP stage usually doesn't last long enough to worry about deployables, dropping artillery here to shell any AVTs the Strogg erect around the Outpost is a worthwhile tactic, and if done quickly enough, can destroy any turrets before the Strogg erect an AAT.

Area 4

You're unlikely to need many deployable defenses around the Outpost once it is taken, and artillery is nearly useless, since the final Objective is indoors. Still, if the Strogg manage to get your back on your heels, you may need turrets around the Outpost to stop them from bottling the GDF up at the spawn point.

STROGG

Area 1

This is the most important area on the map for deploying turrets, and it is very important that all angles are covered with APTs, at least one AAT protects the turrets, and one or more AVTs screens the road to protect against the Titan and possibly the Anansi.

Turning this entire area into a painful minefield covered with turrets makes it *very* difficult for the GDF to successfully hack the Slipgate, and holding this area as long as possible can ensure a defensive victory.

Area 2

The area around the Outpost is usually used for quick and dirty AVT deployment, in an effort to stall the MCP before it reaches the Outpost. It is very important that these turrets are erected swiftly, before the MCP has a chance to make much progress. If the Strogg attack the MCP along the roads and disable it, so much the better—if you manage to get up multiple turrets and an AAT to protect them from a single Hammer strike clearing the area, you stand a good chance of holding down the GDF assault for a decent amount of time on this stage of the mission.

Area 3

It is possible to deploy turrets around the Nexus entrances, just don't expect them to hold off the GDF offensive entirely. It is worthwhile to deploy them, since you can drop them off, then head inside and deploy mines and then protect the Nexus core as a Constructor, but don't spend too much time defending the outside unless the core has *plenty* of Strogg troops protecting it. One slip can be enough to give the GDF the win.

ROUTE MAP

1. Hack the Slipgate

The main road leading to the Slipgate. This is a quick way to bring the Titan to bear on the Slipgate, but it is also frequently guarded by an AVT, and you are painfully exposed to Obliterator fire from the nearby buildings. After the Slipgate has been hacked, get the MCP through the Slipgate along this same route—with the same problem while doing so.

A typical urban route to the Slipgate. There are several variant paths you can take through the city to reach the Slipgate, but be aware, the Strogg usually expect you to be coming from this direction, and the alleys are often mined. Try taking to the rooftops and jumping across them to avoid the ground altogether. Just be aware of your vulnerability while doing so.

The quickest route to the Garrison spawn point. There is a barricade blocking vehicle access, but there is a gap in the wall just to the right of the barricade, which can be driven over with a bit of enthusiasm, or you can hop out and jump over it to reach the spawn point quickly.

The back route to either the Strogg spawn point, or the 'rear' of the Slipgate. This is a good place to take the Titan, to either siege the Strogg spawn, or to hit the Slipgate from another angle.

2. Deploy the MCP

The westerly MCP path takes a bit longer to reach the MCP, but it is slightly harder for the Strogg to reach it, as it is a bit farther from their spawn point.

The eastern MCP route is the most direct, and therefore quickest; it is also more exposed to direct Strogg contact more quickly. If you managed to get through the city very quickly, before the Strogg had any time to fall back and set up AVTs, consider taking this path.

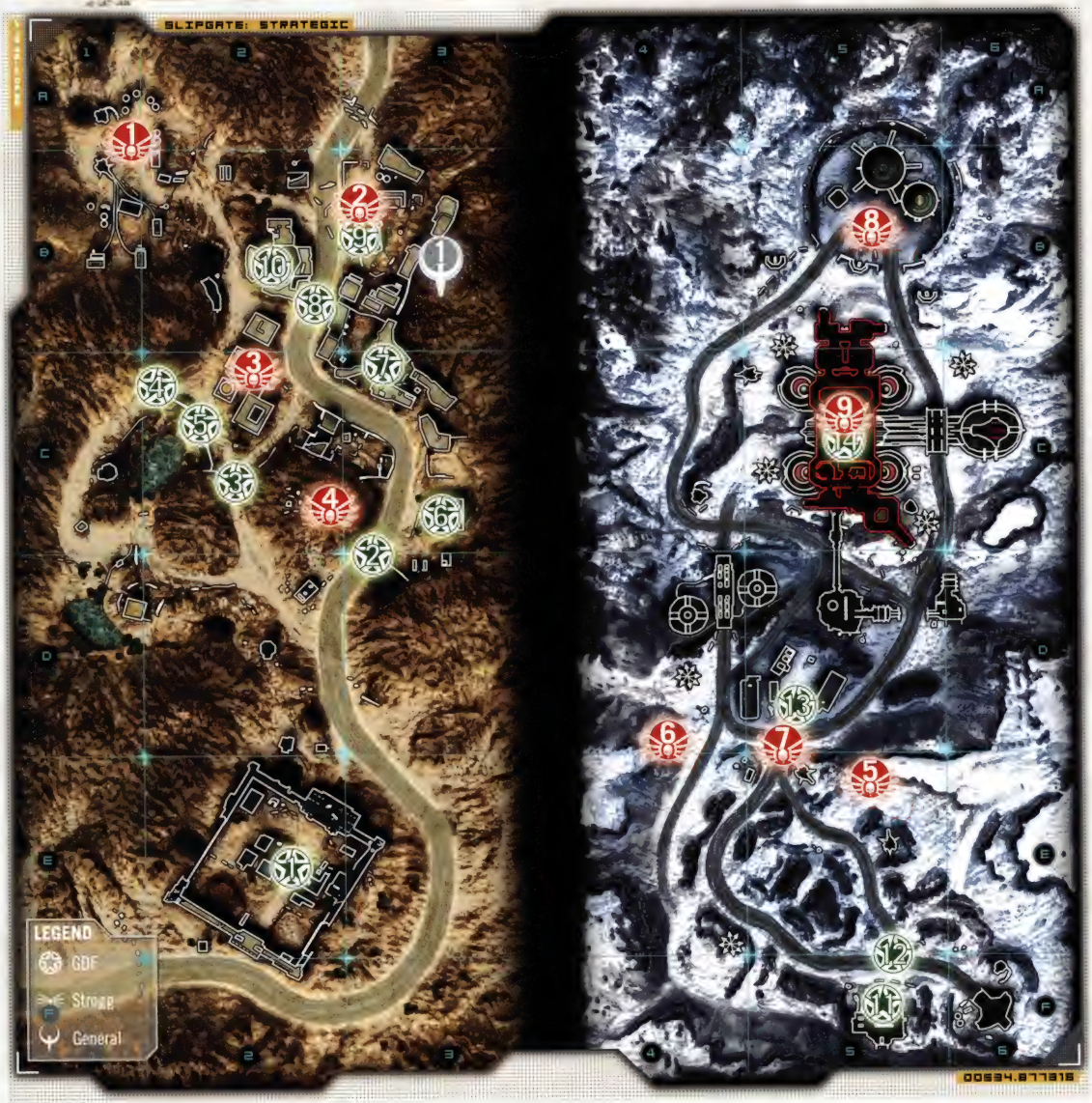
3. Destroy the Nexus

A quick eastern route to the Nexus, this takes you into the southeastern tunnel. Strogg who are coming from their base to harass the GDF spawn sometimes come along this road, so you may encounter Strogg troops or vehicles while taking this path.

If you continue up the road, you hit come dangerously close to the Strogg base, but you also get quick access to the two rear entrances to the Nexus. If the Strogg are otherwise occupied, using these rear entrances can put you into an excellent position to attack them from the rear.

The western path from the Outpost to the Nexus, you can either quickly (and often safely) reach the southwest Nexus entrance, or you can continue around the left side of the Nexus structure to reach the northwestern entrance.

STRATEGIC MAP



GENERAL

General 1

It is worth mentioning that the high rocky cliffs on both the east and west of the map can be reached by either side's forces. It is even possible for enterprising GDF players to get a Titan up onto this ridge, to fire down on the Slipgate defenses! Be aware that these areas are inbounds, so don't be surprised to find snipers or artillery spotters up on the ridges, either here, or overlooking the Strogg Outpost to the west.

GDF

GDF 1
The GDF main base. It is important that you have two people spawning back at this location to continuously bring up the Anansi and the Titan. Both are critical for keeping pressure on the Strogg forces guarding the Slipgate.

GDF 2
The eastern barricade. A Soldier can destroy this, opening another route for the Titan to get through.

GDF 3
The center barricade, also destroyable by a Soldier. Blowing this opens another alternate route into the city streets.

GDF 4
The final western barricade, destroying this usually isn't necessary, as the center barricade serves the same purpose.

GDF 5
It's actually possible to drive down into the pool and get up and into the city via this tiny stairwell, with a little creative off-roading, even if the barricades are still up.

GDF 6
The Garrison Spawn Point. It is crucial that this location is captured and held for the duration of the Slipgate assault, as traveling from the GDF main base is simply too time consuming.

GDF 7
The southeast urban area is a frequent infantry battleground. Too tight for vehicles, Strogg troops frequently patrol the streets to intercept GDF forces moving through the area. There are several routes through this area, and the rooftops can be reached and leaped across as well. There are several excellent vantage points in the northern part of the city overlooking the Slipgate, use these to scope out the defenses, call in air strikes or artillery barrages, throw grenades, and inform your team of the defenses present.

GDF 8
The main street is usually an unwise approach to the Slipgate. It is exposed, visible to Strogg troops, and more importantly, Strogg turrets.

GDF 9
The Slipgate itself. The Slipgate must be hacked by a Covert Ops before it is usable by the GDF forces. Note that the Strogg *can* travel through it, possibly bringing back heavier vehicles from their Antarctic main base.

GDF 10
This series of buildings just to the west of the Slipgate can be useful for GDF forces, as they offer another elevated and concealed location from which to attack the Slipgate defenses—of course, they also make a decent defensive position for Strogg for the same reason, so watch out for Strogg troops while in these buildings.

GDF 11
The Slipgate Checkpoint Spawn is critical, and must be quickly captured immediately after the MCP is driven through the Slipgate. It is rare to lose control of this spawn, due to the Strogg's focus on the MCP, but it can happen—if you lose it and still have troops on the icy side of the Slipgate, immediately return and recapture it.

GDF 12
The split paths leading to the Outpost, whichever route the MCP takes. Be sure to escort it either directly, or by advancing to the Outpost and attempting to dismantle any Strogg defenses that are erected before the MCP gets in range of their turrets or vehicles.

GDF 13
The GDF Outpost, once the MCP secures it, this is your staging ground for directly assaulting the Nexus.

GDF 14
The Nexus core. The Nexus must be destroyed by a Soldier's H.E. Charge to secure a GDF victory on this mission.

STROGG

Strogg 1
The desert spawn point for the Strogg lacks a serious complement of heavy vehicles, though the Desecrator can be used to good effect against GDF infantry. Be aware that the GDF may attempt to directly assault your spawn point to delay your return to the Slipgate defense.

Strogg 2
The area immediately around the Slipgate is critical for holding the first Objective for any period of time. Erect multiple APTs, possibly an AVT, and definitely an AAT. Plant mines at the three hackable panels, then spread out and mine the city approaches to the Slipgate. Watch the building on the east side of the Slipgate, GDF troops frequently try to slip into it from the southeast and then peek out to toss grenades at turrets or mines, or to attack Strogg troops in the area.

Strogg 3
The tops of these buildings can easily be reached with an Icarus, giving an excellent vantage point for sighting an Oppressor artillery strike, firing Obliterator missiles, sniping, or simply informing your team on GDF troop movement.

Strogg 4
This hilltop is another excellent location to harass the GDF from, as it overlooks the Garrison spawn. You can attack them from the hilltop, or simply wait for them to leave after a fresh spawn, then run down to recapture it.

Strogg 5
This ridgeline can be reached by infantry, and if the MCP is taking the eastern route, it gives a good line of sight for firing on it while it attempts to reach the Outpost.

Strogg 6
On the other hand, if the MCP takes the western route, *this* ridge gives a good line of sight to the western path, and is elevated enough to make it difficult for GDF troops to deal with you quickly.

Strogg 7
The main Outpost defensive junction—quickly erecting AVTs here and positioning heavy vehicles for defense can make the difference between a very rapid MCP deployment, or a stalled GDF offensive.

Strogg 8
The main Strogg base. Backspawn to here periodically throughout the match to bring up heavy vehicles. The Tormentor in particular can even reach the desert city rapidly, but the Cyclops can also be useful during the second and even third stages of the mission, for besieging the GDF forces.

nye county, nevada, united states

Located deep within secure military territory, the GDF's Area 22 base is used for top secret research on military projects. The dusty countryside is home to numerous GDF buildings and warehouses, some containing captured Strogg technology.

The captured Strogg Slipgate is located deep within a fortified bunker, not far from the GDF's main base in this region.

Area 22 takes place in dry desert territory, with a thick ridgeline separating the east and west sides of the map, and the rolling hills of the region variably provide obstruction or elevation during the battle.

NORTH AMERICA

AREA 22

The GDF have managed to capture a functional Strogg Slipgate, and are in the process of experimenting upon it. This must not be allowed to happen, and the Strogg have dispatched a heavy assault force to penetrate the bunker and destroy the Slipgate before the humans can learn its abilities.

This mission takes part through the course of three Objectives, requiring the destruction of a Jamming Generator, deployment and construction of a Mining Laser, and finally, the demolition of the Slipgate itself.

DEFENSIVE SPAWNS?

On this map (and Volcano), there are actually *defensive* spawn points, that can be liberated by the offense, to force the defenders to spawn farther back from the current frontline.

TERRAIN MAP

AREA 22 DATA
OFFENSIVE FORCE: STROGG

Primary Objectives

1. Destroy the Jamming Generator

2. Construct the Mining Laser

3. Destroy the Slipgate

Secondary Objectives (All Classes)

1. Capture Warehouse Spawn Point (before Jamming Generator is destroyed)
2. Liberate Comms Building Spawn Point (before Jamming Generator is destroyed)
3. Capture Compound Spawn Point (before Mining Laser is constructed)
4. Capture Admin Bunker Spawn Point (after Mining Laser is constructed)

Secondary Objectives (Aggressor)

1. Destroy the Service Door (after Mining Laser is constructed)

Defensive Objectives (Engineer)

1. Construct the hillside MG Nest
2. Construct the GDF Base MG Nest
3. Construct Slipgate MG Nest (After Mining Laser is constructed)

VEHICLES

IN STROGG BASE

WAREHOUSE SPAWN POINT

STROGG VEHICLES

COMMS BUILDING SPAWN POINT

GDF VEHICLES (BEFORE JAMMING GENERATOR DESTROYED)

STROGG VEHICLES (AFTER JAMMING GENERATOR DESTROYED)

LOWER SILO COMPOUND SPAWN POINT

GDF VEHICLES (BEFORE JAMMING GENERATOR DESTROYED)

STROGG VEHICLES (WHEN CAPTURED)

IN GDF BASE

AROUND MINING LASER

STROGG VEHICLES (AFTER MINING LASER IS CONSTRUCTED)

ADMIN BUNKER SPAWN POINT

MISSION MAP

OBJECTIVE OVERVIEW

1. DESTROY THE JAMMING GENERATOR

OFFENSE

Before the assault on the Slipgate can begin, the hardened bunker must be blasted open, and to do that, a Strogg Mining Laser must be deployed. The GDF's Jamming Generator must be destroyed prior to deploying the Mining Laser though.

A Strogg Aggressor can plant the Plasma Charge necessary to detonate the Generator, but the push must be supported by almost all types of Strogg infantry, with the exception of Constructors, whose defensive turrets aren't especially required during offensive operations—though they can certainly hop in the Cyclops and dish out some pain.

There are multiple routes into the building containing the Generator, including three on the ground floor, and two ways to get onto the second floor from which you can easily drop down atop the Generator.

However, before worrying about directly assaulting the Generator, there are two significant spawn points that must be dealt with. The first, the Warehouse Spawn Point, is a Strogg forward spawn that can be claimed to deploy troops closer to the Generator. The Second, the Comms Building Spawn Point, is a *GDF* forward spawn, an oddity that only shows up during one other mission: Volcano.

Capturing the Warehouse spawn makes your offensive task easier, but liberating (and holding) the Comms spawn point can severely cripple the GDF defense, forcing them to respawn at the Lower Silo spawn point, close to the second Objective—and a comfortable distance from the first.

Make it a priority to take and hold (at a bare minimum) the Warehouse spawn, but it is extremely helpful if one or two players are dedicated to taking and holding the Comms spawn point. This is one area where a Constructor can be quite useful, planting mines to make retaking the spawn point even more difficult for the GDF.

With the Warehouse spawn point in Strogg hands, two more Icarus become available, and given the easy access from the Generator building's rooftop. They are both valuable for breaching the defenses around the building itself.

It is likely that multiple APTs (and possibly some AVTs) are deployed outside around the Generator building. These turrets can make a direct ground assault difficult or impossible. It may be necessary to call in artillery strikes to clear the area, or make use of the heavy vehicles present in the Strogg main base to remove them. In a pinch, Aggressors armed with Obliterators can do a decent job from cover before moving on to help with the Generator's destruction.

Once you actually reach the building, attacking from the second floor is usually the easiest method; you can drop directly on top of the Generator and plant a Plasma Charge where it is more difficult (or impossible) for a slow Engineer to reach and disarm.

Be wary of GDF mines. You may need to toss a few grenades into the Generator room (or the halls) to clear out any Proximity or Tripmines in the area.

Technicians should accompany the Soldiers for the main assault on the Generator, and the remainder of the Strogg forces should concentrate on clearing out the GDF deployables and holding both spawn points to aid the Aggressors pushing on the Generator.

VERTICAL ACCESS

There is a vent on the rooftop that is just the right size for an Infiltrator's teleporter. Sneaking inside via this route to attack the GDF inside the Generator building from yet another angle is a nice option.

Oppressors' artillery can clear out the ground around the Generator building and Infiltrators could snipe from a distance. However, Infiltrators are more useful for disabling turrets with EMP grenades, and sneaking into the Generator building while disguised to take out any Medics or Engineers inside. Naturally, PSI-Radar coverage is helpful during the attack on the Generator itself.

The Strogg have access to plenty of heavy hardware right off the bat. A Cyclops, Tormentor, and Desecrator are all available, as well as two Hogs and two Icarus in the main Strogg base. All are useful for clearing out deployable defenses erected by the GDF (or possibly fighting off the Titan or Anansi if the GDF backspawn and bring them forward).

Ultimately however, Strogg troops must get inside the Generator building, meaning that this Objective must be completed on foot. Clearing the GDF deployables and holding the Comms building spawn point are both helpful, but it is important that a continuous stream of Aggressor and Technician groups keep the pressure on the GDF inside the Generator room.

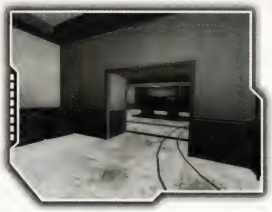
If the GDF have swarms of infantry inside, you may need to come in as a large group (ideally from multiple directions) to break their defenses long enough to plant a Plasma Charge (or preferably, multiple charges). Don't leave the area once the charge is in place. You must still prevent any GDF Engineers from disarming them, and the best way to do that is to set up shop inside the Generator building. Once the charge is in place, head up to the second level that provides an excellent vantage point from which to shoot any GDF that make it to the Generator in time.

Once the Jamming Generator is blown to bits, the first Objective is complete, and the Mining Laser is dropped from orbit near the GDF's hardened bunker.

1. PROTECT THE JAMMING GENERATOR

DEFENSE

The initial defense takes place around the Jamming Generator and is comprised of a mix of interior and exterior defense. Engineers are heavily favored during this Objective, as it is tailor-made for their talents. There are plenty of indoor hallways and doorways at which to plant mines (both at the Objective and in the nearby Comms center spawn point), and plenty of exterior terrain to litter with turrets.



A mix of APTs (mostly) and AVTs (a few) and at least one AAT can be placed to cause serious problems for the approaching Strogg troops. Once the turrets are in place, mines should be laid on both floors inside the Generator building. Tripmines at corners work quite nicely, forcing the use of grenades (and tipping off any defenders inside) to clear a safe route into the building.

The unique part of this first Objective is the defensive spawn point that can be captured by the Strogg. Located inside the Comms building, this spawn point is vital for the defense. If it is lost, the GDF troops respawn back at the Lower Silo area.

At least one Engineer should be dedicated to defending the Comms building, using an APT outside and some mines inside to make life difficult for any lone Strogg attempting to capture it. A dedicated assault from the Strogg is likely to succeed—but better they spend their time on a spawn point than the main Objective.

There isn't a lot of heavy vehicle firepower available at either of the close spawn points (Huskies and Armadillos). If you want to deliver some vehicular damage, backspawn to the GDF main base and bring up the Titan and/or the Anansi. The Titan can be driven up onto the eastern ridge overlooking the area around the Generator building, and usually has line of sight to any Strogg out in the open. Similarly, the Anansi can easily take out Strogg using cover to avoid APTs placed on the ground.

Inside the Jamming Generator building, Engineers and Medics should establish a sturdy core defense. Tripmines can be planted in the hallways, and troops should be placed on both floors. There are entrances on the ground to the southwest, northwest, and southeast. The southwest and (especially) southeast entrances are usually used somewhat less frequently by the Strogg, the southeast because it is in line with spawning GDF troops.

The northwest entrance can be used to come in on the ground floor or the second level, so it should be mined and watched carefully. The last available entry route to the Strogg is the rooftop, where they can get into the building and come down the stairs. This is the easiest way for the Strogg to get in, using an Icarus, or coming in via grav chute from a Tormentor airdrop. In either case, having one trooper up on the rooftop can easily take down a distracted Strogg trooper attempting to rush down the steps (or at the very least, alert GDF troops inside of the incoming threat).

In addition to securing the Generator building and holding the Comms building spawn point, the final goal of the defense should be reclaiming the Warehouse spawn point whenever possible. While losing the Warehouse spawn is not as disruptive to the Strogg as losing the Comms building spawn is for the GDF, it still wastes valuable time for the Strogg to reclaim it (and to get back to the area around the Generator building in general).

It is possible to lock the Strogg out at the first Objective if both the interior and exterior defenses are sturdy, but holding the Generator for any significant length of time is helpful—the second Objective is usually harder to defend, and the final a bit easier. Even if the Strogg clear the second quickly, if you took a good chunk out of the clock here, it is very hard for the Strogg to clear the final hurdle and destroy the Slipgate.

2. CONSTRUCT THE MINING LASER

OFFENSE

With the destruction of the Jamming Generator, a Mining Laser is dropped in from orbit. The Mining Laser must be activated by a Constructor before it drills a hole in the door of the hardened bunker. Blasting open the bunker door is necessary to get inside the hardened installation where the GDF have the stolen Slipgate stored.

The first step in getting the Mining Laser active is to claim the Compound spawn point. Located just southeast of the hill where the Mining Laser is dropped, it provides ready access for Strogg troops assaulting the hill. Without the spawn point, all Strogg must travel from the area immediately around the Generator building, a significantly longer trip.

It is worth mentioning that a second Cyclops appears as part of the vehicle complement when the Generator is blown, and while it takes a bit of time to stomp over to the Mining Laser with it, you can inflict some serious damage on the GDF defenses once you do.

Once the Compound spawn point has been taken, the Mining Laser is just a short run up the hill, and it is fairly easy to saturate the GDF defenses, as they must travel from the GDF main base, which is farther away.

There is limited deployable ground for the GDF to pepper the area with APTs, so mines on the west side of the Mining Laser tend to be more of a threat than APTs, due to the cover present around the Mining Laser. Be ready to toss grenades to clear the way before rushing in to start building the Mining Laser.

Constructors are of course, necessary for building the Mining Laser, but almost all other classes are all helpful. The terrain around the Mining Laser is wide open, so Oppressors can saturate the ground just to the east of the Mining Laser with artillery barrages, and there is plenty of cover for Aggressors or Infiltrators to set up shop with an Obliterator or Railgun.

MINING LASER TACTICAL SHIELDS

Although this tip applies on almost any Destroy or Construct Objective, it is handy during Objectives that deal specifically with the Mining Laser.

Tactical Shields can screen a Constructor in the process of building a Mining Laser. Get close to the Constructor, face outwards, and drop the Tactical Shield.

With the shield properly in place, the Constructor is well shielded from any GDF light arms fire. Because the Mining Laser is always located outside, the cover from the Tactical Shield is always helpful for stopping long distance shots (naturally, this also applies to GDF Jamming Generators that are in exposed outdoor areas).

It takes a bit too long to bring the Cyclops or the Desecrator from the main base to aid in support, but the Tormentor can be brought forward, and the second Cyclops can be useful as well. Otherwise, Hogs are helpful for quick transit to the forward spawn or the Mining Laser itself, and Icarus can be used to get on top of the silos located around the Mining Laser drop site.

There isn't a lot of finesse involved in getting the Mining Laser built. Hold the forward spawn, keep the pressure on it with Constructors, and you can get it up and running. Once the Mining Laser is active, it blasts a hole in the bunker door leading down to the stolen Slipgate.

2. PREVENT THE MINING LASER FROM BEING CONSTRUCTED

DEFENSE

Holding off the Strogg during this Objective is difficult, usually the best result is to buy a bit more time for the final stage of the mission.

The Mining Laser is deployed facing the hardened bunker just to the west of the main GDF base—which is also where the GDF spawn during this Objective.

The problem arises once the Strogg manage to secure the Compound spawn point. Their forward spawn is just down the hill to the southwest of the Mining Laser, the GDF main base is a good bit farther away. Because of this fact, if the Strogg manage to hold the Compound spawn, they can easily apply constant pressure to the Mining Laser, usually enough to get it built fairly quickly.

The best case scenario for holding off the Strogg forces is a quick deployment of APTs in the available ground around the Mining Laser, and using the Titan and the Anansi aggressively against the Strogg on the west hillside, before they even reach the area around the Mining Laser.

A core group of GDF infantry should be dedicated to directly defending the Mining Laser (usually the west side of it), while the rest of the GDF troops concentrate on retaking the Compound spawn point.

If the spawn point can be reclaimed (or held from the Strogg period), it is possible to tie up the Strogg here for a bit longer.

Their travel distance to the Mining Laser from the Comms building is actually a little farther than the GDF main base, and keeping them spawning there can waste a good bit of time.

HILLSIDE MG NEST

Astute GDF Engineers may have noticed an optional Secondary Objective during the Generator siege—a MG that can be built *behind* the Comms building, to the southeast.

This MG bunker is all but useless during the defense of the Jamming Generator, but once the Generator is blown, the MG Nest actually directly overlooks the new Strogg main spawn point, and it can be used to harass spawning Strogg for a short time before they make their way to the Compound spawn point.

There are two other buildable MGs on the map, one in a rather useless position on the south side of the main GDF base, the other in a much more useful position down in the Slipgate bunker.

Engineers, supported by some Medics, can be deployed around the Mining Laser to maintain mines and turrets, but this isn't actually vital. The construction work on the Mining Laser can't be undone by Engineers, so Medics are only useful for combat support and the health boost they provide to all GDF troops.

It is possible to saturate the hillside with artillery fire, which can be helpful in killing overzealous Strogg who are traveling up from the Compound spawn point, and if the Strogg are pushed back to the Comms building spawn point, they can be hit with an artillery strike, as there is no Strogg AAT in the area to repel it.

Covert Ops and Soldiers are useful simply for straight up infantry support of the Mining Laser area. There is plenty of cover, and several elevated vantage points that can be used to good effect. This is also one of the few areas where a Third Eye camera can almost always be used for a useful killing detonation.

Consider taking the Titan up onto the central ridgeline, and firing it 'back' towards the western hillside just below the Mining Laser. You can easily take out exposed Strogg infantry making their way up the hill, and force them to deal with you, or take a lot of casualties.

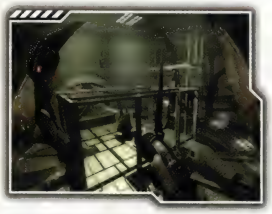
Hold off the Strogg as long as possible, but when it becomes clear that the Mining Laser is about to be built, fall back to the Slipgate bunker and prepare a line of defense.

3. DESTROY THE SLIPGATE

OFFENSE

The final Objective is destroying the stolen Slipgate before the GDF can successfully reverse engineer it to steal the secrets of Strogg teleportation technology. An Aggressor must plant a Plasma Charge on the Slipgate Core, located at the center of the Slipgate.

The Slipgate itself is located deep within a hardened bunker, in an easily defensible position for the GDF troops, meaning this is frequently the most difficult of the three Objectives.



Before you begin your assault on the bunker, you may wish to claim the Admin Bunker spawn point, to provide a closer spawn location than the Mining Laser hilltop. This isn't nearly as critical as the forward spawns on the first two Objectives, as the Mining Laser spawn is actually quite close to the bunker entrance.

Claiming the Admin Bunker spawn does provide an additional two Icarus (and a Hog), both of which are handy for travel inside the bunker (which has several rather large open areas for an underground bunker).

When it comes to other vehicles, two more Icarus and a Desecrator are present at the Mining Laser spawn point. The Desecrator, and the Hog, can be taken fairly deep into the bunker, though they are mostly useful for clearing the way for infantry to get through behind them.

The bunker interior consists of a large tunnel (traversable by vehicles) that leads to a loading bay down at the bottom of the bunker. The loading bay is directly adjacent to the north of the Slipgate, and this is one possible route to reach it.

In addition, there are a short series of tunnels that egress into the Slipgate room, the first entrance to which is located on the eastern side of the tunnel, and there are three more entrances on the right side of the tunnel as you get closer to the loading bay.

All the passages into the tunnel complex lead to two western entrances to the Slipgate room: one roughly on the ground level, the second up on a platform overlooking the Slipgate chamber.

The upper level passage can be opened up with an Aggressor's Plasma Charge. Otherwise, only the lower route into the Slipgate chamber can be taken. This is bad both because it limits your approach options, and it allows the GDF to defend one tunnel entrance. They'll always know which way you're coming in from the tunnels.

Finally, it *is* possible to approach the Slipgate from the eastern side, if you go into the GDF's spawn tunnels from the loading bay and make your way to the south. Naturally, this isn't especially advisable. You're likely to face a full wave of spawning GDF, barring Infiltrator antics.

For the assault wave, Aggressors are necessary for planting the explosives, but unlike most destroy Objectives, this target is *highly* exposed to GDF fire, so it is difficult for Technicians to revive fallen Aggressors safely. It is possible, but usually difficult. In most cases, if the GDF aren't cleared out completely, a few are in position to shoot down on the Slipgate Core from an elevated position, making combat revival nearly suicidal.

The end result is that Technicians are still helpful for distributing Stroyent (and maybe even creating the odd Spawn Host in the halls), but revivals are difficult in the area immediately around the Slipgate Core.

Oppressors aren't particularly useful, as this entire Objective is inside and underground. Similarly, the defensive talents of the Constructor aren't vital. Infiltrators are vital, and can inflict considerable damage on the Slipgate defenders by sneaking through the defenses disguised. Flyer Drones are also highly effective within the bunker interior.

As far as vehicles go, heavy vehicles are only useful in the main tunnel that runs north and east to the loading bay, but Icarus' can penetrate through the tunnels to reach the Slipgate room—and buzz around inside the Slipgate chamber itself, although they tend to draw a whole lot of GDF fire.

ICARUS BOMBING

Because the Icarus's explosion can be quite lethal to any infantry in the vicinity when it detonates, you can actually use it as a makeshift weapon.

Take an Icarus into the tunnel complex, hop out of it, then back off and either immediately throw a grenade, or shoot at it until it is nearly destroyed. When a GDF trooper comes around a corner near the Icarus, detonate it—the resulting explosion is frequently just as effective as a grenade blast, and since you control when it detonates, it works as a sort of makeshift remote bomb.

The Slipgate itself has freshly constructed GDF scaffolding built around it, and as a result, on the eastern side, there is a large tower of scaffolding that can be used by the defenders as a firing platform. Over the top of the Core, there are several beams running back and forth across the chamber. These narrow walkways can be landed on with an Icarus (or reached from the eastern scaffolding), and from there, you can drop down onto the top of the Core, making for a very difficult disarm should you plant a Plasma Charge atop the Core.

To successfully assault the Slipgate, it is *very* important that a substantial number of the GDF get tied up in a pointless battle in and around the loading bay. If you allow the GDF to set up all of their troops in the Slipgate area (or just as bad, funnel them there by forcing them back), planting the Plasma Charge becomes much more difficult.

It's a tricky task to deliberately allow the GDF to 'push out' from their bunker spawn point, but it is important. The more GDF that are fighting in areas not immediately around the Slipgate, the easier it is for even a single Aggressor to sneak in and detonate the Core.

Barring excellent communication within your team, you can generally either focus on distracting the GDF defense, or on destroying the Core. If you want to distract the GDF, going in as an Infiltrator with the express purpose of causing mayhem in the GDF lines is effective, as is simply directly assaulting them from the loading bay, then falling back to draw more GDF troops in pursuit (or lock them down in static defense, which works out just as well).

If you're going to focus on the Slipgate Core, you usually want to approach from the tunnels, and first get the Service Door blown open, then continuously attack from the limited cover afforded to the western entrances to the Slipgate room.

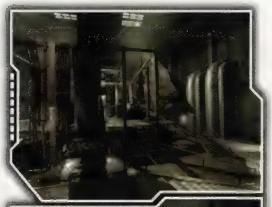
Pay attention to the ebb and flow of the GDF forces. If they are concentrating hard on the tunnel entrances, slip in from the loading bay area to the east side, or even go through the GDF's own tunnel network to get all the way behind the Slipgate on the east side.

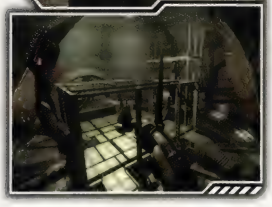
Planting the Plasma Charge on the Core is not an easy task, but succeeding denies the forces of Earth access to Slipgate technology, and score a victory for the Strogg on this mission.

3. PROTECT THE SLIPGATE

DEFENSE

Defending the Slipgate interior is significantly easier than the other Objectives. The Strogg must penetrate a maze of tunnels to get to the Slipgate chamber itself, and once they do, they are extremely vulnerable while they attempt to plant an explosive charge on the Slipgate core.





Once the Strogg succeed in building the Mining Laser, fall back to the area around the bunker door, before it is blasted open. Bring along the Titan—you want to get it inside and down in the tunnel right after the blast doors are destroyed.

Planting the Titan inside the tunnel facing out makes it *very* easy to kill incoming Strogg infantry, and even if they respond with Obliterator armed Aggressors (or the Desecrator), you can still usually inflict more than enough damage and delay to make it a worthwhile sacrifice.

In addition to the initial defense (hopefully with the Titan), Constructors inside the Slipgate bunker should be establishing more defenses. There is a MG Nest that can be built in the loading bay, which faces west, towards the large entrance tunnel. A few mines should be planted around the Slipgate Core, more should be placed in the tunnels that lead to the west side of the Slipgate chamber.

There is a Service Door that can be destroyed by the Strogg which leads to the upper platform on the west side of the Slipgate chamber. Denying them that access makes their assault even more difficult. If you travel from the upper platform or through the tunnel halls to the Service Door from the east side, you can find a break in the wall behind it that leads into a small chamber *above* the area of tunnels just north of the Service Door. Conveniently enough, there's a crack in the floor to drop through to attack any Strogg troops trying to plant explosives on the door.

The GDF defense troops should be made up of mostly Constructors and Medics, as both are critical for the defense of the Slipgate itself, and perfectly competent in combat.

Unsurprisingly, Field Ops aren't needed here, but both Soldiers and Covert Ops can be useful. The Soldiers heavy weapons and boosted health are both helpful for repelling serious infantry assaults, and Covert Ops have excellent sniping vantage points in the loading bay or in the Slipgate chamber.

INTERIOR RADAR

A Third Eye Camera dropped inside anywhere near the Slipgate can easily provide useful short range radar coverage for the GDF troops in the area. You don't need to cover nearly as much ground inside the bunker as you do outdoors, making the short range coverage perfect for detecting incoming Strogg troops.

The platform on which the Slipgate Core is located is very exposed to fire from the scaffolding (and indeed, the entire room) around it, so it should constantly be attended by a defensive force, who can easily take down lone Strogg troops making their way in.

The rest of the GDF forces should be concentrated on defending the tunnel access to the Slipgate chamber, and if possible, pushing the Strogg outside. A Covert Ops in disguise can easily sneak out and recapture the Admin Bunker spawn point, which, while not a crippling blow, does help to delay the Strogg a bit, and lower the number of Icarus they have access to.

Maintain a constant vigil on the Slipgate chamber, and push back against the Strogg forces for long enough, and you can secure a defensive victory for the GDF, and hopefully, Slipgate technology for the people of Earth.

DEPLOYABLE MAP

STROGG

Area 1

There's nothing tricky about the first Strogg deployable area. Dropping artillery pieces in and around the Strogg base gives you easy range on the Generator building, allowing you to devastate any GDF deployables in the area.

Once the Warehouse spawn has been claimed, it is possible to set up turrets in close support, which can be helpful in keeping the Warehouse Strogg territory.

Area 2

After the Jamming Generator has been destroyed, the Strogg gain access to another chunk of terrain for deployables. Again, artillery can be set up in the area, although any remaining artillery back at the Strogg base can still easily fire on the Mining Laser hilltop.

It is unlikely to be necessary, but when you secure the Compound spawn point, you can drop turrets in the area to protect it against GDF liberation attempts.

Area 3

Although you gain more deployable ground around the Mining Laser once it has been constructed, there is little need of deployables during the last mission—it takes place entirely inside the northern bunker, rendering artillery useless, and turrets unnecessary. Get a PSI-Radar up to assist with the interior assault; don't worry about the rest.

GDF

Area 1

The area around the Generator building is prime territory for a field of turrets. Multiple APTs and a few AVTs can cause serious problems for the Strogg offense. Be sure to get one AAT up in the rear out of sight, to prevent a single Dark Matter blast from ruining your day.

If there are enough players on the GDF team, having one Engineer protecting the Comms building spawn point with an APT and some mines is quite helpful for the defense.

You can set up artillery, but barring the Strogg base (which can't be hit in any case), there aren't any notable concentrations of Strogg forces that make for great artillery targets.

Area 2

There are a fair number of possible deployable locations around the east side of the Mining Laser, which can be used for APT deployment, but it is difficult to cover the western side of the Mining Laser, which is where the Strogg are likely to push from once they gain control of the spawn point just down the hill. Plant mines on the western approach, and spread out the turrets that can be placed to cover as much ground as possible.

Unlike the first Objective, artillery can be used to reasonable effect here, if deployed back at the main GDF base. The hillside just in front of the compound spawn is a prime target for a Rail Howitzer barrage, to keep the Strogg from using the hillside, and possibly clearing the way to recapture the Compound spawn point.

Area 3

Once the hilltop is lost to the Strogg, the GDF base becomes the last remaining area where deployables can be dropped. Neither turrets nor artillery are especially useful at this stage, as your forces should be concentrated inside the bunker, defending the Slipgate directly.

ROUTE MAP

1. Destroy the Jamming Generator

The direct route from the Strogg main base to the Warehouse spawn point. This should be your first target at the beginning of the map, as securing the Warehouse provides the best staging point for continuing the assault on the Jamming generator.

With an Icarus, available just outside the Warehouse spawn point, you can travel from rooftop to rooftop, and get into the second floor of the Generator building very easily. Even if the GDF have an AVT up, you can usually dodge one shot with a decoy, then ditch the Icarus and land safely on the building. Similarly, the Icarus' and Tormentor back in the main Strogg base can be used for an aerial approach.

The rooftop route is generally the easiest way in, but you are usually limited by the supply of Icarus outside the warehouse, as there are only two present. If possible, try to go in using both Icarus', and even better, do so while ground forces attack from one of the bottom entry points.

Skirting around the east side of the battleground can get you into the Comms building spawn point. Curiously, the spawn point for the Comms building is located in the same building where the GDF spawn—but it is NOT connected to their spawn point, as it is on the north side of an impassable wall. Because of this, the GDF have to dispatch troops explicitly to defend the spawn point, and if they don't, you can get in and capture it unopposed.

The yellow route can take you into the bombed out northwest corner of the Generator building, where rubble has made a convenient set of stairs to the second floor, and a hole in the wall allows access to the ground floor. You can also continue to the south and get in through a doorway in the southwest of the building, which also provides access to the second floor via a proper staircase.

2. Construct the Mining Laser

Once the Jamming Generator is destroyed and the Strogg spawn moves up to the Generator building, this route can be taken to reach the Compound spawn point quickly. It is possible to go up and over the center ridge, just not quite as fast, and still exposed on the eastern side of the ridge.

Going up the hillside towards the Mining Laser allows you get into the hilltop area through a bombed out breach in the perimeter wall. This direct path is the route the GDF are expecting to defend, but that doesn't change the fact that it is a very short trip to the Mining Laser, and the Compound spawn point is closer than the GDF's main base—every loss they suffer takes longer to replace than equivalent Strogg losses.

Going up the southern road to reach the Mining Laser brings you into the hilltop area via the south route. Doing so isn't notably more stealthy than the western path, but it does give you a clear line of sight on any deployables the GDF may have deployed, and you can go around the east side if you wish—a lot of the GDF are likely to be focused (and facing) the west side of the hill.

3. Destroy the Slipgate

Running down the hill to the northwest quickly deposits you at the Admin Bunker spawn point. Controlling this point is hardly vital for the assault on the Slipgate, but it is a bit closer than the hilltop spawn, and provides a few extra vehicles to assist in the attack.

The blue route takes you down the main access tunnel in the bunker, down into the loading bay, and then to the north entrance to the Slipgate chamber. This route is likely to be contested in the main hallway, and in the loading bay area. If you can manage to get to the Slipgate chamber via the loading bay entrance, you can either run (and jump) to get right onto the platform, or make your way around to the east or west side of the room to deal with GDF troops inside the chamber.

The yellow route takes you through the tunnels to the west side of the Slipgate chamber. If an Aggressor manages to blow the Service door, both the upper and lower routes are accessible. The tunnels are nasty close range fighting in tight quarters, bring close range weapons.

STRATEGIC MAP

STROGG

Strogg 1

The main Strogg base. An extensive array of heavy vehicles are present here, including the Desecrator, Cyclops, and Tormentor, all of which can be used to aid in the assault on the Jamming Generator.

Strogg 2

The top of this building can be reached without an Icarus, via a ladder on the eastern side. From the rooftop, it is easy to call in artillery strikes, inform your team of GDF deployable locations, fire Obliterators at turrets, snipe from a distance, and generally irritate the GDF.

Strogg 3

The Compound spawn point is very important for assaulting the Mining Laser, and holding it for the duration of the attack makes it extremely difficult for the GDF to hold back the constant waves of Strogg reinforcements.

Strogg 4

An Aggressor's Plasma Charge must be used on the Service Door in this hallway to blast open a second entrance to the Slipgate chamber.

Strogg 5

The loading bay is directly adjacent to the Slipgate chamber, and is located very near the GDF's final spawn point inside the bunker. While it is difficult, tying up the GDF in this room before they make their way to the Slipgate can be very helpful for other Strogg troops coming in via the western tunnel routes.

VEHICLE ACROBATICS

It is actually possible to get the Hog or the Desecrator into the Slipgate chamber by worming your way through the boxes littering the loading bay. Move along the north side and slip around the eastern MG Nest to get into the Slipgate area.

This isn't actually an incredibly useful maneuver, but often, just bringing a vehicle down into the loading bay area is more than enough to get the attention of every GDF troop in the area (particularly if you park the Desecrator in Siege Mode and start lobbing fire randomly into the Slipgate room).

Helpful, if you're trying to distract the GDF troops from Aggressors moving in...

GDF

GDF 1

The first GDF spawn point is an oddity, as it is one of the few defending team spawn points in the entire game that can be captured by the offense. Team numbers permitting, be sure to have an Engineer defending the Comms building spawn point.

GDF 2

This MG Nest on the hillside can be constructed by an Engineer. Strangely, while it can be built early during the first Objective, it is more useful for defending the approach to the Compound spawn point, during the second Objective.

GDF 3

If the Comms building spawn point is lost, the GDF forces respawn here. There a few vehicles that can be brought forward, but they're mostly just transports (Armadillos/Huskies) to get back to the Generator area quickly.

GDF 4

The GDF main base, both the Titan and the Anansi should be brought forward during the first and second Objectives to assist in the defense effort. The Titan can also be used during defense of the Slipgate, by driving it down into the tunnels and blasting incoming Strogg.

GDF 5

The main (and only) entrance to the bunker, defending this area as long as possible can buy more time for the interior Slipgate defenses. Holding the Strogg forces outside as long as possible before falling back deeper into the bunker is important, and reclaiming the Admin Bunker spawn point while you still have active GDF troops outside is also helpful.

GDF 6

The tunnel complex should be defended vigorously for as long as possible. If the Service Door can be kept standing (Engineers disarming planted Plasma Charges helps), the Strogg only have one route through the tunnels to the Slipgate chamber, making it easier to plant mines along the route, and catch them as they make their way through it.

GDF 7

The loading bay is the last defensive position against Strogg troops (and occasionally, vehicles) making their way down the main access tunnel. There is a constructible MG Nest here that is quite helpful for repelling infantry, and the plentiful cover makes it very easy for Medics to combat revive any friendly infantry defending the area.

GDF 8

The final GDF spawn point, it is located quite close to the loading bay and the Slipgate chamber.

GENERAL

General 1

The Warehouse spawn point, very important for the Strogg offense. GDF troops should make an effort to recapture this point whenever possible, and Strogg forces may need to deploy turrets or mines to protect if the GDF are particularly aggressive.

General 2

The Comms building spawn point is one of only two defensive forward spawn points in the game, and holding it is critical for the GDF forces defending the Jamming Generator. If the Strogg forces liberate the spawn, the GDF are forced to respawn just down the hill from the Mining Laser drop point.

General 3

The Jamming Generator is located on the ground floor of this multi-floor building. There are multiple access routes to the Generator, so GDF troops defending it must be ready for assault by Strogg forces on the ground level, or from the second floor (or occasionally, even the roof, via Icarus or Tormentor drop).

Assaulting Strogg forces should take advantage of the second floor, as the gallery above overlooks the Generator, and it is possible to jump down on top of the Generator (and from there, plant a Plasma Charge on top of it).

General 4

The Mining Laser is dropped in on the hilltop, where it must be built by Strogg Constructors. GDF forces defending the Mining Laser can drop deployables around the east side, but the west side must be defended with mines and infantry.

General 5

The Admin Bunker spawn point can be taken by the Strogg forces, providing a forward spawn point just outside the Slipgate bunker entrance. Given that their normal spawn point is just up the hill near by the Mining Laser, this point isn't critical for the Strogg to hold, nor does retaking it as the GDF overly hinder the Strogg assault.

General 6

The stolen Strogg Slipgate resides in this massive chamber. The GDF have erected a series of platforms and scaffolding around the Slipgate, leaving the Slipgate Core exposed at the center of the platform. The scaffolding can be used by the GDF troops to set up a very nasty infantry defense, as they make ideal platforms for various heavy weapons—Sniper Rifles, GPMGs, or Rocket Launchers.

Strogg moving in to plant explosives on the core usually have to clear out all GDF troops in the area before they can safely plant a charge, although the Slipgate Core is quite sizable, and it is possible to use it as makeshift cover while arming a Plasma Charge.

new jersey, united states

This mission area is a blasted urban wasteland, the remains of a small town after a Strogg invasion force has taken over the area, and converted a large building into a Strogg-controlled information core.

The weather during this mission is dark and rainy, and visibility is poor at a distance, making the extensive cover provided by ruined buildings and rugged terrain even more effective.

NORTH AMERICA

OUTSKIRTS

The Strogg forces have set up a major data processing facility in the ruins of a small town. The GDF need to penetrate the heavy Strogg defenses in the area, steal a DataBrain, and transmit its contents to GDF researchers to gather information on the Strogg.

The Strogg defensive forces must hold off the GDF for as long as possible, holding ground throughout the ruins of the city, and preventing the transmission of the information contained in the DataBrain.

This mission is a lengthy multi-stage battle, consisting of four Objectives. First, the GDF Soldiers must destroy a barricade blocking road access deeper into the city. Next, an MCP is airdropped in, and it must be driven to an Outpost deeper in the ruined city.

Once the MCP is in position, it must be deployed to launch an SSM at the fortified Strogg building containing the Databrain. However, this is not a time to hope for quick fixes. The launch will fail if the Strogg Shield Generator is intact. A Covert Ops must hack the Shield Generator, allowing the SSM strike to blow open the building containing the DataBrain.

Finally, any class can pick up the DataBrain, and it has to be taken to a control room in a nearby building for transmission to the waiting GDF scientists.

TERRAIN MAP

OUTSKIRTS

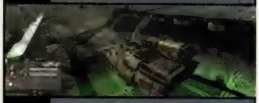
OUTSKIRTS DATA

OFFENSIVE FORCE: GDF

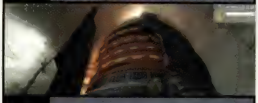
Primary Objectives

1. Destroy the Barricade with a Soldier's High Explosive Charge

2. Drive the MCP to the Outpost



3. Hack the Shield Generator with a Covert Op's hacking tool



4. Deliver the DataBrain to the Console and transmit it

Secondary Objectives

1. Capture the Factory Offices Spawn Point to secure additional terrain and new vehicles.

Notes: The Factory Offices Spawn Point can only be captured after destroying the Barricade.

2. Capture the Hilltop Spawn Point to secure additional terrain and new vehicles.

Notes:The Hilltop Spawn Point can only be captured after deploying the MCP at the Outpost.

VEHICLES

IN GDF BASE

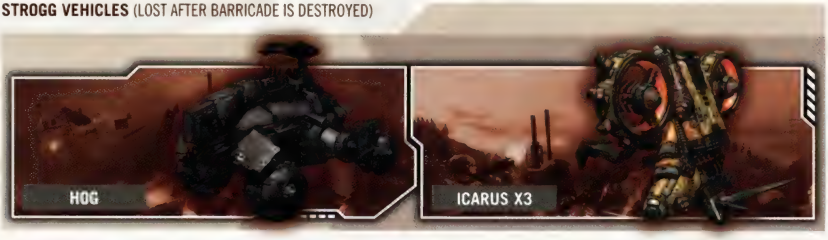
IN STROGG BASE

IN FRONT OF BARRICADE

GDF VEHICLES

BEHIND BARRICADE

STROGG VEHICLES (LOST AFTER BARRICADE IS DESTROYED)



FACTORY OFFICES SPAWN POINT

GDF VEHICLES

GDF OUTPOST

HILLTOP BUILDING SPAWN POINT

GDF VEHICLES

STROGG VEHICLES (LOST AFTER MCP IS DEPLOYED)

AT DATA BRAIN

STROGG VEHICLES (LOST AFTER SHIELD GENERATOR IS HACKED)

MISSION MAP

OBJECTIVE OVERVIEW

1. DESTROY THE BARRICADE

OFFENSE

Before the GDF assault on the structure containing the DataBrain can begin, a route for a serious ground offensive must be cleared. The first step is to destroy the Strogg-constructed Barricade blocking the main road that leads to an abandoned Outpost in the southeast of the map.

Destroying the Barricade requires a Soldier's H.E. Charge, and as with any Destroy Objective, having multiple Soldiers plant explosives makes it much more difficult for defending Constructors to disarm them.

This first Objective is often cleared quickly, but it can bog down if the Strogg are allowed time to set up defenses and become entrenched.

A solid option is to attack the Barricade with multiple soldiers the instant the map begins. Rush the Barricade with everyone on the team, grabbing Huskies and Armadillos to reach the Objective swiftly. Backed up by a few Medics, or even a few extra Soldiers on lookout duty, the Barricade can sometimes be cleared before the Strogg can even respond.

However, if the first rush fails, keep the pressure on, eliminate any Strogg deployables that have been placed, and possibly cover the offensive push with some heavier firepower. Use the Titan and the Anansi in your base to destroy any turrets or artillery. Either vehicle can also go behind the Barricade to the Strogg spawn point and begin taking out infantry with impunity. There are no fixed base defenses at the Strogg spawn point; it is only a lightly barricaded, ruined building.

SNEAKY PLACEMENT

If a frontal assault on the Barricade just isn't working, sneak around to the south of the building and go up the stairs to get inside, or around the north (though that is generally a more traveled path by the Strogg).

Once inside the building, eliminate the defenders focused on the *front* of the Barricade, then plant your explosives in an odd location on the barricade. Even if you die, odds are a Constructor won't find them in time to prevent the destruction of the Barricade.

Park your heavy vehicles nearby. If none of the spawning Strogg make it to the Barricade, they have no chance of stopping its destruction.

Soldiers are vital for this Objective, and Medics are useful support. Field Ops are somewhat less valuable, as bombarding any turrets placed near the Barricade is likely to result in friendly casualties.

Engineers are also not completely necessary, but Covert Ops can toss a few EMP grenades at nearby turrets, and then either go for a turret hack, or backstab some Strogg. Sniping their defenders is easy since they are comparatively short-ranged shots, and the defenders tend to be focused on Soldiers, not the Covert Ops even a short distance away to the west.

Clearing the first Objective quickly is desirable, as losing any significant time on it can make the last several Objectives substantially more difficult.

1. DEFEND THE BARRICADE

DEFENSE

Holding the Barricade for any substantial length of time is a great asset for the defense. It buys valuable time for later Objectives that are more easily defended.

To defeat the early rush, be certain that your first infantry wave gets to the Barricade immediately. Don't stop until you have line of sight to the front of the Barricade.

The defense is blessed with some great terrain around this Objective. The ruined highway running north-south in front of the Barricade offers two elevated positions with clear visibility to the Barricade, and the ruined building behind the Barricade itself offers several windows as firepoints. It also offers the easily reached rooftop by using an Icarus.

Soldiers attempting to plant explosives become easy targets to infantry at any of those three locations. Generally, it is easier to kill Soldiers (and any nearby Medics) than it is to disarm the explosives once they have been planted since the front of the Barricade is usually being saturated by fire from the GDF—and occasionally from a Titan as well.

Construct some AVTs if you hold off the initial rush (not necessarily APTs). The main danger at the Barricade is having either an Anansi or a Titan parked out in front killing defenders with impunity. AVTs can either destroy or distract those threats while you deal with infantry. Because your lines of fire to the Barricade are so superior to the GDF, their infantry are generally less of a threat than their vehicles.

BOUNCING BOMBS

While the few Icarus's available to the Strogg at their close spawn point aren't much of a match for the vehicles available to the GDF, they can be used to great effect against the Titan—if the driver is foolish or unskilled in its use.

Bouncing around and dropping Stroybombs on a distracted Titan driver can result in its destruction, and even if the driver notices your assault and attempts to actively evade, you've given the other infantry around the Barricade a reprieve from its constant cannon fire.

A skilled Titan pilot can take you out even in mid-air, but if you are careful with your jumps and move into cover constantly, you can tie up the Titan even if you can't kill it with Stroybombs.

If both available locations for close turrets have been taken, an Oppressor can use artillery to solid effect, suppressing the GDF in front of the Barricade with little risk of friendly casualties, and placing Tactical Shields in the windows and on the roof of the Barricade building.

Technicians are perfect for defense here, creating Spawn Hosts and constantly distributing Stroyent for defenders can make taking down defending infantry a real hassle for the GDF offense.

Constructors are naturally useful for both turrets and mines, while Aggressors and Infiltrators are somewhat less so. There shouldn't be many (or possibly any) turrets or artillery to disable or hack, and the GDF infantry are generally so close that sniping isn't particularly effective. Aggressors make solid defenders, but generally a Constructor or Technician (or possibly even an Oppressor) can cause more problems for the offense.

SERIOUS TORMENT

If the defense of the Barricade stabilizes for even a moment, take the opportunity to backspawn, and bring forward one (or preferably both) Tormentors. If the GDF don't deal with them *immediately*, you can stuff their offense by destroying their Titan and Anansi, and then constantly saturating their Barricade push with aerial firepower.

You can also bring forward Desecrators (or even the Cyclops, if you really want to waste a lot of time), but the Tormentors can reach the Barricade so quickly, little time is lost in getting to the fight.

If you are the only player making use of the Tormentors, you can alternate your spawn point between the Hilltop spawn and the main base spawn, virtually guaranteeing that one of the Tormentors will be up to fly any time you do happen to die.

2. DEPLOY THE MCP

OFFENSE

Once the Barricade has been destroyed, the forward Outpost must be claimed, and to do so, you must deploy the MCP there. A short time after the Barricade is blown, a Magog airdrops in the MCP, just to the west of the Barricade, and from there, it must be driven and then deployed at the Outpost in one piece. Engineers are a necessity here, as the Strogg will do everything in their power to damage and disable the MCP before (or even after) it reaches the Outpost.

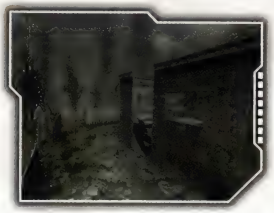
This stage can be the most difficult on the map, depending on how quickly the Strogg roll back their defense and set up fixed defenses. It is vital that the offense focus on disabling and destroying any AVTs placed by the Strogg, and enemy Tormentors and ground vehicles absolutely must be dealt with quickly.

Given the limited vehicle power available to the GDF compared to the Strogg at this stage of the map, multiple Field Ops and Soldiers armed with Rocket Launchers may be necessary. Have Covert Ops take advantage of their EMP Grenades (and possibly hacking) as well as sniping Constructors and even Oppressors to aid in this effort.

Any class can drive the MCP. You may wish to bring an additional passenger to take advantage of the roof mounted Minigun. Remember too that the MCP can use its forward mounted machinegun in the driver's seat. Any exposed Strogg infantry that get in the way, fill them with lead, but don't ever get distracted while driving the MCP. Your entire effort should be focused on getting the MCP to its deployment point as swiftly as possible.

The Outpost that must be claimed with the MCP is only three bends of the road away from its initial position, but that can take a lot longer than a minute or so of driving if every bend is contested and loaded up with Strogg defenses.

Carefully consider points on the route where you can take the MCP off-roading. Once off the path, you have thirty seconds before the MCP is destroyed and a new one is called in, but if you make it back on the path in time, you can save a lot more time, and possibly avoid some defenses entirely. Most Strogg players set up defenses and only watch the main route.



It is generally a good idea to clear all Strogg defenders from the area, and be sure to check for planted mines on the surface of the MCP before getting too close.

Claim the Factory Offices spawn point during the offensive push if the MCP gets bogged down. Constantly respawning behind the Barricade wastes too much time.

Don't forget about the Titan, the Anansi, and the Trojan during the MCP drive. Escorting the MCP with all three can greatly increase the chances of a successful push, and if the Strogg are being aggressive in bringing up vehicles from their rear spawns, you need your own heavy vehicles to counter theirs.

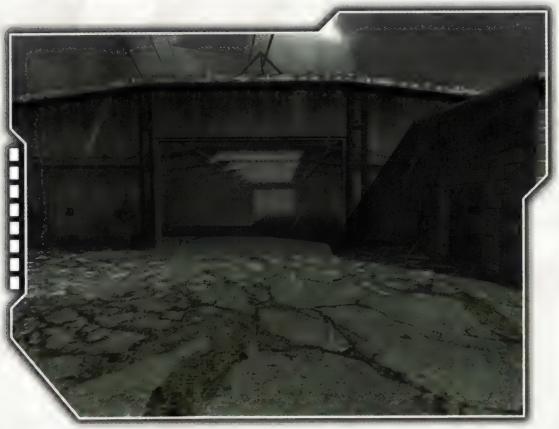
Evaluate the Strogg defenses from a distance, figure out what the primary threats are, and act (on your own, or preferably with your team) to eliminate them.

Once the MCP is driven into the Outpost (while still mobile), it deploys automatically after a few seconds, and claims the Outpost for the GDF. A few seconds after claiming the Outpost, it launches an SSM at the DataBrain building, but the SSM is intercepted by a Strogg Shield Generator, your next offensive Objective.

Drop AVTs to help against Tormentors, or APTs to guard the forward spawn point.

Medics can be an asset as well, keeping Engineers alive, and helping other nearby teammates. Soldiers armed with Rocket Launchers are good for disabling enemy turrets or artillery, and any vehicle threats that arise.

Field Ops may be necessary during this stage of the mission, it depends entirely on how many turrets the Strogg erect. Around the Outpost itself, the Strogg can put up a serious field of deployables, and the small hilltop around the second bend in the road is also another prime location for multiple turrets. If they lack an AAT, a single Hammer strike can quickly clear all of the turrets to allow the MCP to drive past unmolested. Try to supply ammo to any Soldiers or Covert Ops you spot, rearming rockets and EMP Grenades is a helpful, and any class can use a few grenades to disable a turret.



Covert Ops can be useful as well. Sniping Constructors attempting to build or repair turrets is handy, and EMPing or hacking a turret long enough for the MCP to drive past is always helpful. Between an artillery strike and an EMP grenade, the Covert Ops can disable targets quickly, but are at much greater risk while doing so, particularly if hacking. Take advantage of Medic Supply Crates to restock your EMP Grenades, if returning to rearm would take less time than a potentially foiled hack attempt in enemy territory.

Soldiers armed with Rocket Launchers may be absolutely vital to the offense, if the Strogg Tormentors are aggressive about taking out your only three heavy vehicles, you may be left nearly defenseless against (potentially) two Tormentors, two Desecrators, and possibly even a Cyclops. At a bare minimum, you can use the rockets to take down turrets from a distance, which are almost guaranteed to be present, and stopping the Tormentors from bombarding the MCP at range is very important.

2. STOP THE MCP FROM DEPLOYING

DEFENSE

The MCP defense stage of this mission is your best chance to completely stop the offense, if you roll back from the barricade destruction and swiftly set up AVTs and bring forward vehicles to make the MCP sequence extremely difficult for the GDF forces.

Constructors are vital and Oppressors are also practical, as they can saturate the area around a disabled MCP, killing any Engineers and other infantry trying to defend them.

There are two primary locations for setting up turrets, the first just up a hill to the east of the GDF's Factory Offices spawn point, the last at the actual Outpost the MCP must reach.

Get up turrets at the first point and keep them up until the MCP is past them, then fall back and set up more turrets at the Outpost. If your team manages to get up multiple turrets in one place and hold them for any length of time, be sure to get up an AAT to prevent a single artillery strike from clearing out the turrets. They are still vulnerable to an air strike, but that can be stopped if the Field Ops is killed.

Aggressively go after the Factory Offices spawn point, forcing the GDF to spawn back behind the Barricade can waste a lot of time if they have to drive (or worse, run) all the way to the Outpost.

Be sure to backspawn to the Hilltop Spawn and your main base to pick up both of the Tormentors. Just as with the Barricade defense, you can use them to even greater effect here, disabling the MCP, and then destroying or damaging all of the GDF's vehicles. If the Tormentors are taken care of, you may wish to bring up one or both of the Desecrators, and possibly even the Cyclops, depending on how hard of a lock you manage to establish on the MCP.

WHERE'S THE MCP?

Be aware that the GDF can take the MCP off the main route to the Outpost, for as long as 30 seconds before it is destroyed and a new one is flown in.

Because the MCP shows up as an Objective, its easy to see when the driver attempts to take it off the road, just be aware of this as it occurs and alert your teammates, you may need vehicle drivers or players with heavy weapons to stop it before it gets back to the main route in one piece.

Technicians can be useful, as GDF bodies are likely to be in ready supply around the MCP, and if you can get a large number of Spawn Hosts prepared for your teammates, the constant respawns near the MCP cause problems for incoming GDF. And, if they die attacking, you just wind up with yet more Spawn Hosts!

Infiltrators can be useful, the Flyer Drone can be used to take out Engineers with no risk at all, and getting into position *behind* the MCP and at a good distance allows you to snipe any Engineers attempting to use the back side of the MCP for cover. Use the Icarus or your personal teleporter to get to an elevated position that the GDF can't easily reach, then camp out and snipe their Engineers and any Medics that approach the MCP.

Aggressors make solid combatants, particularly if you already have the Constructor needs taken care of, and there are a few Technicians creating Spawn Hosts for you to take advantage of.

MCP EXPLOSIVES

Planting Mines on the MCP is a nasty tactic, and even Aggressors can get in on the fun, by placing and arming a Plasma Charge. Its detonation is almost guaranteed to take out any nearby GDF.

Depending on how the Tormentor pilots are doing at attacking the GDF's vehicles, you may not have to deal with any vehicle threats at all. This allows you to focus entirely on stifling an infantry based offensive, which is easy if you maintain your vehicle advantage while denying the GDF access to any heavy vehicles.

Make a strong effort to hold the GDF away from the Outpost as long as possible. If you stymie them here, defending the last two Objectives is much easier.

3. HACK THE SHIELD GENERATOR

OFFENSE

This is the third stage of the mission. The Strogg Shield Generator preventing a direct SSM strike must be disabled.

A Covert Ops must get in close to the Shield Generator, and hack it until the completion meter is filled completely. This is a painfully long time when the Strogg spawn is only about ten seconds away, so it is mandatory that nearby Mines are cleared out, enemy infantry defeated, and any hostile APTs disabled or destroyed.

To support the Covert Ops push, all other classes on the GDF side, as well as any vehicles that can be brought to bear are all useful. The Titan gained at the Outpost spawn is a boon, and the previously Strogg-held Hilltop spawn point can be claimed to gain an additional pair of Huskies, plus a closer location to reach the Shield Generator more swiftly.

Be certain to take advantage of the lone Anansi at the GDF base, with the loss of the Hilltop Spawn, the Strogg only have a single Tormentor remaining, and supported by ground based troops, the GDF have a good chance of gaining air dominance during this stage of the map, allowing the Anansi to destroy any placed turrets or artillery quickly, and bombard any vehicles in the Strogg main base before they can be used for defense (notably the Desecrator and the Cyclops).

Almost all classes are useful during the push on the Shield Generator, with an emphasis on Covert Ops and Medics to enable the hack, Soldiers provide heavy infantry support, and Field Ops can bombard the Strogg defenses from a distance, then supply ammo up close, and easily take out turrets with grenades. Only Engineers are less needed during this Objective.

Medics need to be certain to clear out any Spawn Hosts in the area around the generator, careless Covert Ops can provide a ready source of bodies for waiting Technicians.

Don't forget to set up radar, drop some Supply Crates, and possibly set up AVT or APT defenses on the forward spawn if absolutely necessary. This Objective is almost purely infantry based, so having radar and Supply Crates can help the push significantly.

The battlefield around the Shield Generator is urban, and taking advantage of the cover and high vantage points is key to controlling the area around the generator itself. Holding a rooftop allows you to easily kill any Constructors attempting to plant Mines around the generator, and scan the area for other infantry threats before dropping down to attempt a hack, or remaining in place to cover another Covert Ops going in for an attempt.

Keep the pressure on the Shield Generator, and you should be able to hack it quickly. The hack attempts add up each time, and they won't decay completely unless a Covert Ops fails to get in for another attempt for some time.

Stay focused on hacking the Shield Generator, and don't get distracted by any deployables placed by the Strogg. It's difficult to cover both sides of the Shield Generator with APTs when so many Covert Ops are running around with EMP grenades, and AVTs are only a threat to supporting vehicles.

3. PROTECT THE SHIELD GENERATOR

DEFENSE

Stopping the GDF for an extended period of time at the Shield Generator is difficult, but not impossible. The key is stifling the two main sources of area clearing power the GDF have—artillery strikes and vehicles.

Artillery can be stopped by a single AAT, placed behind the buildings to the east, so it is out of sight (and often mind…) of the infantry and vehicle pushes on the Shield Generator. Your turrets and mines are still vulnerable to airstrikes, but they tend to be less destructive and easier to stop than a distant artillery barrage.

Vehicles can be stopped with AVTs, Aggressors, and of course, your own vehicles.

Finally, stopping the primary threat to the Shield Generator, Covert Ops, can only be accomplished by a dedicated infantry defense. In addition to a solid core of Constructors and Technicians, Aggressors make tough fighters, and Infiltrators can both use Flyer Drones to kill hacking Covert Ops, and frustrate incoming infantry by sniping them from the abundant cover present around the Shield Generator. Oppressors are not very useful on this Objective, as there are no fixed GDF deployable positions to bombard.

APT or AVT turrets can be placed both north and south of the generator, and mines should be placed both around the generator itself, and on the common infantry approach routes to the generator. Mines need to be regularly refreshed, and the turrets will likely be taken down by EMP grenades and disabled or destroyed quite frequently as well, requiring repair or replacement.

Technicians should aggressively distribute Stroyent and claim Spawn Hosts. The constant flow of Covert Ops and support infantry guarantees a stream of bodies in a packed area, ideal for abusing the power of the Spawn Hosts.

Because of the cramped space in which the Shield Generator is located, sandwiched between two large buildings, and protected on the north end by a parked trailer, it is difficult for large ground vehicles to fight near it. While this applies for the GDF Titan, it also means that utilizing the Desecrator or Cyclops is difficult, particularly for firing on Covert Ops around the generator without causing friendly infantry casualties.

Instead, taking the heavy ground vehicles to the east side of the buildings and taking down the GDF vehicles and infantry before they can even close with the Shield Generator can be a more effective tactic.

In addition to pushing past the generator with vehicles, be certain to reclaim the Hilltop spawn should it be taken. While the Hilltop spawn is not significantly closer than the Outpost to the Shield Generator, it is located on a slightly different attack route. Simply having GDF approaching more often from two directions can make defense more difficult.

If your team has managed to hold the GDF off during the first two stages of the map, you should be close to ending with a defensive victory by this point. Hold on as long as possible, but if it becomes clear that the GDF are going to succeed in a hack, quickly fall back out of range of the SSM strike on the DataBrain building, then get ready for the final defense.

4. DELIVER THE DATABRAIN TO THE CONSOLE

OFFENSE

The final assault on the blasted building containing the DataBrain is usually the quickest Objective on the map, or at least as fast as the Barricade stage, but it can drag out if the Strogg are fast and aggressive about setting up defenses.

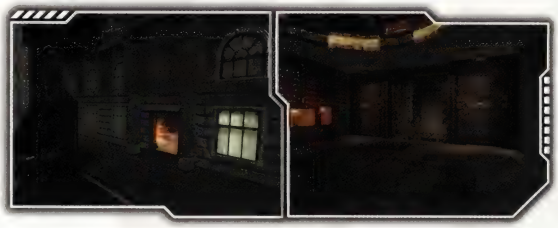
The last goal during this mission is to recover the DataBrain from the building hit with the SSM strike (on the second floor inside), and then carry it to the communications terminal in the building across the street from it. It's not far, and much of the combat is likely to be indoors against infantry. Once you reach the terminal, a few seconds of transmission and the mission is completed successfully.

Because this carry Objective depends on getting to the console with the DataBrain in one piece, Medics are heartily recommended as carriers and assistants. They can heal themselves & teammates, and revive anyone who falls to Strogg fire. Multiple Medics working in tandem can revive an entire infantry push should even one fall.

There is only enough space between the two buildings for the Strogg to drop a few turrets, and while they can bring up a few vehicles from their final base, it is possible to avoid the area between the two buildings entirely by going around the open street and square, either to the west or to the east. There are multiple entries into the building containing the transmission console, take advantage of this fact.

To secure the DataBrain itself, you can enter through three different routes:

- *Northwest Frontal Entrance - visible to the Strogg turrets*
- *Southeast Rear Entrance*
- *Northeast Elevator Route - deposits you a floor above the DataBrain itself*

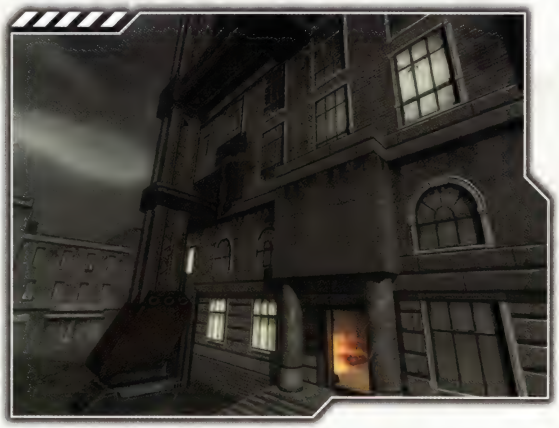


How many defenders (and mines) encountered around the DataBrain depends entirely on how fast the Strogg managed to roll back from the loss of the Shield Generator. Because the SSM strike kills anyone inside the DataBrain building, there is a brief window of opportunity for the offense where there are guaranteed to be *no* defenders inside the DataBrain chamber. Exploit this gap in defense by waiting in the area of the building as the SSM is fired (not too close though) and then rushing in either the rear or elevator entrance.

Grab the DataBrain and go out the rear or northeast entrance again, then take a circuitous route to the data terminal. Done properly, you can be half way to the final Objective before the Strogg even have a chance to stop you.

Because transmitting the information contained in the DataBrain takes a few seconds, the final room must be clear, or (preferably) you need to be both escorted and then guarded while transmitting it. An escort of several Medics greatly increases your chances of success, but any classes will do.

The Strogg are likely to set up some infantry defenses in the transmission room, possibly including some mines. Toss a few grenades in to clear any mines out, then tackle the defenders.



If the Strogg manage to get up turrets, or bring forward vehicles, rather than trying to deal with them directly, save time and skip the courtyard area between the two buildings, and go around to the rear or side of the transmission building. There are entrances to the building on all sides.

A Covert Ops in disguise makes a great transmission room sweeper, as he can get in, scout out the situation, then backstab at least one defender, possibly taking out more than one from surprise, and clearing any mines in the room with grenades to clear the way for the carrier. Also, be sure to have radar active, knowing the location of the defenders is valuable information for the offense.

It is also possible that if the first (or first few) DataBrain delivery attempts fail, the Strogg have enough time to both set up turret defenses, and get infantry and mines in the DataBrain chamber itself, and worst of all, Spawn Hosts as well. Fortunately, Medics can remove the Spawn Hosts, forcing the Strogg to respawn farther back in their main base again.

Soldiers extra health can come in handy during the hallway battles, particularly if a large group of Medics is boosting his already increased health total even higher.

Field Ops and Engineers are not particularly needed during this stage. An Engineer could get into the transmission or DataBrain rooms and lay mines on the entrances to stop Strogg from defending them, and a Field Ops can barrage any turrets or vehicles outside the buildings, but as most of the finding is indoors, neither class is quite as well suited as the Medic (or possibly a few Soldiers) for this stage of the mission.

Transmitting the DataBrain secures the information for the GDF forces, and results in a victory for the offense.

4. PREVENT DELIVERY OF THE DATABRAIN TO THE CONSOLE

DEFENSE

Holding the last stage of this mission is difficult, but it can be done if there isn't much time left on the clock. Generally, setting up defenses around the transmission room, rather than the DataBrain room, is easier. The transmission room is much closer to the final Strogg spawn at the base.

It is possible to set up defenses at both places, but it is crucial that if the defenders at the DataBrain fall, they immediately make their way to the transmission room to aid in its defense.

Constructors can set up turrets in the streets to hamper the efforts of GDF carriers, and mine both the DataBrain and transmission rooms. Because crafty GDF players will expect such mines, consider placing mines at the entrances to the buildings, rather than in the Objective rooms themselves. They may rush into the entrances before listening carefully, resulting in a satisfying explosion and one less potential DataBrain carrier (or deliverer, as the case may be).

Technicians are vital for defense of either point, if enough GDF can be taken down to create multiple Spawn Hosts, the defense has a much better chance of holding off the GDF assault for a longer period of time.

Be careful not to crowd in the Objective rooms too closely, it's important to have players watching each entrance, and many players in a cramped space are very vulnerable to grenades (or worse, grenades triggering friendly fire kills from nearby mines).

Vehicles can be brought up from the base easily enough, but the terrain is not favorable for them, and unless the GDF carrier is foolish enough to run across the open space between the two buildings while you stand guard in a Cyclops, you are likely weakening the interior infantry defenses by staying in a vehicle. The exception occurs when the GDF bring up a Titan (or Anansi) and provide cover. In that case, you may need to bring your own vehicles to prevent them from guarding a straight DataBrain run across the courtyard.

Aggressors can be an asset in the combat with their increased health, but they do not gain bonus health from Technicians, as GDF do from Medics. In a straight up fight against a Medic boosted Soldier, they may be at a health disadvantage.

Oppressors are not useful during this stage, and while Infiltrators can use the Flyer Drone to good effect in the cramped building hallways, there are generally better class choices for this portion of the mission. Having *one* Infiltrator for Radar coverage is extremely important; you need to know where the GDF are running.

If you manage to hold off the GDF on this final Objective, the secrets stored in the DataBrain are safe, and this mission is a victory for the Strogg.

DEPLOYABLE MAP

GDF

Area 1

The initial deployment area for GDF is limited to spaces in and around the base, though you can place turrets or artillery a bit forward, just west of the Barricade road.

Just to the west of the ruined building beside the Barricade road is a good place to drop Supply Crates, as freshly spawned GDF infantry can pick up additional ammo (or return for health, if they are repulsed without being killed).

If you do have a Covert Ops present at this stage, dropping radar behind the building gives coverage of the entire area, though it's usually easy to tell where the Strogg are located during the Barricade stage of the mission.

Area 2

Destroying the Barricade and claiming the MCP grants some additional terrain, including some spots beside the Factory Offices spawn point that can be used to drop a few turrets. While they are generally not needed, you may wish to put up an APT to help guard the forward spawn, or an AVT to assist in anti-air efforts if the Strogg are using Tormentors heavily.

Area 3

Claiming the Outpost provides useful terrain to use for artillery, as bombarding the Shield Generator and the streets near it can be helpful for clearing out the Strogg defenses in the area.

You can put up turrets to guard the MCP, but generally just having a few Engineers respawn to repair the damaged MCP works better, allowing more offensive classes for the bulk of the Shield Generator stage of the mission.

Area 4

Placing some turrets in the vicinity of the Hilltop spawn point can help protect it from being lost to Strogg, or to prevent any overzealous Strogg vehicles from attacking the GDF as they make their way towards the Shield Generator.

Artillery can be used near here, but the difference in impact time from the Outpost to this spawn is minimal, and this closer location is somewhat more exposed to the Strogg defenders.

STROGG

Area 1

The initial deployment around the Barricade has two useful spots, one just south, and one just north of the Barricade itself.

Dropping either APTs or AVTs can be quite useful. Since it is more of a threat to the defenders if the GDF manage to get the Anansi and Titan in for close support, AVTs may actually prove more useful than APTs. The APTs have limited lines of sight due to the debris in the area, and the terrain favors the Strogg infantry defenders heavily as it is.

You can also drop artillery a little bit farther back, out of sight of the direct GDF assault on the Barricade, then rain down fire from the sky on the area in front of the Barricade, to the detriment of any GDF in the area.

Radar generally isn't needed during this stage, but it can be dropped out of sight easily enough anywhere near the Strogg spawn point.

Area 2

This small office complex is the first line of turret defense against the MCP advance. When it becomes clear that the GDF will destroy the Barricade, have Constructors already preparing AVTs at this location.

If you do manage to stop the MCP early, and multiple turrets are erected here, consider placing an AAT slightly back behind them as well. If it is out of sight, a Field Ops may waste an artillery strike before they notice it.

Area 3

The last line of defense against the MCP deployment, there is plenty of ground here for turrets. All around the Outpost, get up AVTs, APTs, and at least one AAT behind the bulk of the turrets to protect against artillery.

Either here or near Area 2, consider placing radar to see the movement of GDF infantry not on the road. This generally consists of GDF looking to take out undefended turrets from odd angles.

Area 4

The streets around the Shield Generator can be used to place turrets. An APT on the northwest and southeast of the Shield Generator makes a great first line of defense, and having an AVT around helps to prevent the GDF from utilizing their Titans and Anansi as support.

It is difficult to hold the northwestern point with an APT against the GDF approach, as most of their infantry tends to come from the Outpost, with line of sight to it, but it does serve to tie up their attention at the least, and can kill incautious GDF infantry.

An AAT nearby is critical for defense, not just because of the turrets, but also to protect Strogg infantry around the generator itself, and to prevent many dropped Mines from being cleared out in one blast.

Radar is also a significant boon, the many ruined buildings provide a lot of cover, and it can be difficult to track the GDF movements from the ground around the generator.

Area 5

The last line of defense, turrets can be placed in the courtyard, and in the streets around the final Objectives. Placing APTs is generally a safe bet, because infantry must run the DataBrain. Don't rely on deployables too heavily during this stage however, this is primarily an indoor infantry battle.

Be sure to get radar up, spotting incoming GDF before they arrive can be all the advantage the defenders need to stop the last GDF push.

ROUTE MAP

1. Destroy the Barricade

The southern road route is a quick way for the Titan to get into position and begin assaulting the Strogg defenders. Guard the Titan zealously, if it is kept standing for the duration of the Barricade assault, it can take down turrets, and kill defenders easily.

If there's too much fire around the front of the Barricade, back it up and take it back around the ruined building to the west, and fire on the turrets and defenders from a distance.

This route can also get the Trojan out into the field, should the Strogg bring up one (or both) Tormentors, however, since the Trojan does not need to be at close range, keeping it out of line of sight is generally wiser.

The direct route to the Barricade, this should be rushed by several Soldiers on Huskies and Armadilles immediately as the map starts. If the defenders repulse the first push and settle in, use the cover on the north side of the road to approach, or come through the ruined building on the west.

If the defense is very strong to the front, consider going around behind the defenders completely. They are frequently so focused on the front of the Barricade, they are easy targets for an infantry (or Titan!) attack from the rear.

2. Drive the MCP to the Outpost

This is the primary MCP route to the Outpost, and as such, it is also the direction the Strogg will be expecting the MCP to travel. If possible, have infantry scout ahead of the MCP and alert you of any AVTs or heavy vehicles present ahead. Better to delay with a fully healthy MCP than to rush into fire that is guaranteed to disable it.

This is just one example alternate route that can be taken by the MCP. If done carefully, you can take the MCP off its normal route and then back onto the route before it is destroyed. It can actually be beneficial to have a new MCP airdropped in, as the replacement drops in at full health, and with no Mines or Plasma Charges attached, just be aware it wastes time.

3. Hack the Shield Generator

The fast route down to the Shield Generator from the Outpost, don't hesitate to deviate from this route to get into cover in the building, or reach a rooftop to scout out the defenders below.

This route takes you from the Outpost through the Hilltop spawn to secure it, then down to the Shield Generator from the south. The ruined building southeast of the generator can also be used for cover, and attacking the Strogg from the southeast can occasionally blindside them completely, as they may not be expecting a flank from so far opposite the Outpost.

This is an example route that takes you back behind the Strogg defenses. Bringing a Titan back here and assaulting the Strogg at their spawn location, as well as destroying turrets from behind can be highly effective. If you manage to take down their turrets and then use the buildings for cover while firing tank shells at the spawning Strogg, a Shield Generator hack shouldn't be far off.

The direct route from the Hilltop spawn, should it be secured. Going straight down the hill and through the building is a very fast way to reach the generator, which can be useful if even a split-second hack is needed to prevent a partial hack from decaying.

4. Transmit the DataBrain

The direct route, going across the street and courtyard exposes you to any Strogg turrets, but it is the quickest way to reach the terminal. If you are well-guarded by Medics, and the turrets have been disabled (or aren't in place yet), don't hesitate to use this route.

A rear path, this travels dangerously close to the Strogg spawn, but if they are unaware of your location, you can use their confusion to sneak in via this back route. Note that it's possible to enter the building to the south, or to the north directly in front of their spawn. If you see freshly spawned Strogg dropping into their base, take the southern route, the northern entrance is too exposed to their line of sight.

This is simply an example heavily alternate route. Make your way out of the northeast exit from the DataBrain, then head around the Shield Generator, using the western building to screen you from Strogg eyes.

Once you get around behind the transmission building, you can go into the northeastern entrance and make your way inside.

STRATEGIC MAP

GENERAL

General 1

This ruined building can be used by the GDF as a sniper hideout, or by Strogg approaching the Hilltop spawn to reclaim it, or to fire down on GDF moving from the Outpost towards the Shield Generator.

General 2

There is a small dock here, which the GDF can use to get out of the water after using the Platypus to travel here. Strogg should be aware of its existence, though it is not commonly used.

General 3

This southern building presents a threat to Strogg defending the Shield Generator. GDF coming down from the Hilltop spawn can easily get inside here and open fire on Strogg defenders and defenses.

General 4

It is possible to get atop this building, either to gain a lookout position as Strogg during the last stage, or as GDF to scout out the defenses guarding the transmission building.

GDF

GDF 1

The initial GDF spawn point, and home base. With a Titan, a Trojan, and an Anansi, backspawn to this location as you push forward through the map, at the very least for the Anansi, but the Titan can be helpful during the MCP push, and the Trojan is vital if the Strogg utilize both Tormentors regularly.

GDF 2

The road out in front of the Barricade is the first primary battleground area. Use the cover available to shield yourself from the Strogg defenders, and try to take them out completely before going in for the explosive plant.

If there is simply too much fire, you need to go around behind the Strogg position and attack them from behind, or at their spawn location (preferably with some Titan or Anansi assistance). This location is also the default spawn location once the MCP is deployed.

GDF 3

The Barricade itself, this must be destroyed with the Soldier's High Explosive before the MCP can be dropped. Remember that the charge can be disarmed by a Constructor, and if possible, you can sneak around behind and plant it in an unusual location.

GDF 4

The Factory Offices spawn point is important to secure, otherwise the GDF will be spawning back at GDF point 2 (on the Objective Map).

GDF 5

The first serious threat to the MCP from turrets comes here, as any turrets planted up the hill to the east gain line of sight. Try to have the hilltop cleared out by your teammates before you take the MCP around the corner, unless you know for sure the Strogg did not fall back fast enough to deploy defenses.

GDF 6

The MCP must be driven to this point and deployed (while not disabled) to secure the Outpost. Expect very heavy turret resistance, air strikes, artillery, EMP grenades, rockets, and vehicles may all be necessary to clear the area.

GDF 7

A GDF Platypus appears at this location once the Outpost is secured. It's easy to miss, and you can use it to reach the stairs up near the Shield Generator at point GDF point 2 (on the Objective Map).

GDF 8

Securing the Hilltop spawn is helpful for assaulting the Shield Generator, providing quick access to an alternate route towards the generator.

GDF 9

The building on this side of the Shield Generator can (and should) be used both for cover, and for an elevated firing platform to take out Strogg defenders located below. Covert Ops can easily lob grenades down to disable turrets or destroy Mines before hopping down to make a hack attempt on the generator.

GDF 10

The Shield Generator itself is the primary Objective for the GDF during the third stage of the mission, and it must be hacked by a Covert Ops. Be sure to clear out any Strogg infantry in the area, disable Spawn Hosts with Medics, clear Mines with grenades, and disable or destroy APTs in the area. With all the threats removed, a hacking Covert Ops has a good chance of completing the Objective.

GDF 11

The DataBrain is located within this room on the second floor of this building. There are three entrances to this room, and the Strogg cannot easily guard all three. When attacking the room, if you fail going one way, try a different route the next time. Take advantage of the multiple egress points when carrying the DataBrain as well.

GDF 12

The final target is located in this room on the second floor. There are numerous routes to this room, from all parts of the building, so if one is defended, come in from another direction. The transmission room itself is likely to be defended, ideally you want to have it cleared out by your teammates, but if you must go in alone, be sure to use grenades to clear any planted Mines, and Medics should be alert for Spawn Hosts in the area.

STROGG

Strogg 1

The initial Strogg spawn point is located in this ruined building. Use the proximity to quickly get into defensive position and set up turrets to stop the GDF's initial rush.

After the defense is stabilized, backspawn to a location with heavier firepower (preferably a Tormentor, but bringing up a Desecrator is possible too), and use it to assail the GDF.

Strogg 2

This ruined building provides superb cover for the defenders. Use the Icarus to get up on the rooftop and shoot down at the GDF Soldiers trying to plant explosives.

Use the windows as great cover, popping in and out of them to fire at the GDF, then ducking behind a wall and emerging at a different window.

Strogg 3

The northern edge of this broken highway span makes a great elevated position with a different line of sight on the GDF attackers. It also lets you watch the GDF home base to the west, and see what vehicles they are bringing forward, possibly allowing you to attack them before they even arrive at the Barricade.

Strogg 4

The southern edge of the ruined highway is another good vantage point, particularly if the GDF bring the Titan in close to the Barricade, you can attack it relatively safely from the elevated cover here.

Strogg 5

Once it is clear that the GDF will destroy the Barricade, fall back to this position with several Constructors and get AVTs up quickly. You may wish to plant an AAT as well, depending on the composition of the GDF offense.

Strogg 6

The last defensive position before the MCP secures the Outpost, use the abundant deployable terrain to set up a field of turrets that the GDF must slog through. As at the previous defensive position, an AAT is important to prevent a single Hammer strike from wiping out every turret (and defender) in the area.

Strogg 7

Before the GDF claim the Outpost, this is the Strogg spawn location, and with all vehicles but the Cyclops present, it is a ready source of vehicle firepower and transportation for the Strogg.

Strogg 8

The building to the southwest of the Shield Generator is more accessible to spawning Strogg than the GDF, making it a great defensive position, and a good counter to the GDF's easy access to the building on the other side of the Shield Generator.

Strogg 9

The Strogg spawn point for the defense of the Shield Generator, with only a few Icarus and a Hog present, consider spawning at the Strogg home base and bringing up the heavier vehicles to assist in the Shield Generator defense—but only after turrets and Mines have been set up around the Shield Generator to repulse the first wave of GDF.

Strogg 10

The Strogg home base has access to every vehicle in the Strogg arsenal, take advantage of this fact throughout the course of the mission, at a minimum, bringing the Tormentor forward, but as the GDF push ever closer to the DataBrain, you can make use of the Desecrator, and then the Cyclops without wasting much time traveling.

yosemite valley, california, united states

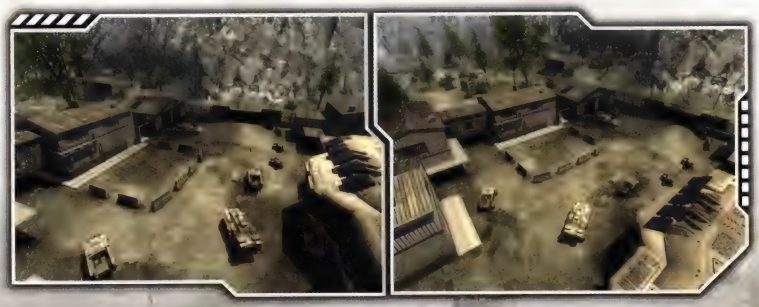
The greenery covered mountains in the area frame the huge central reservoir of water that fills a lake in the center of the valley. Sturdy GDF structures cover the north and south sides of the lake, but the Strogg blight dominates the far west of the valley, where their monstrous base has set down.

NORTH AMERICA

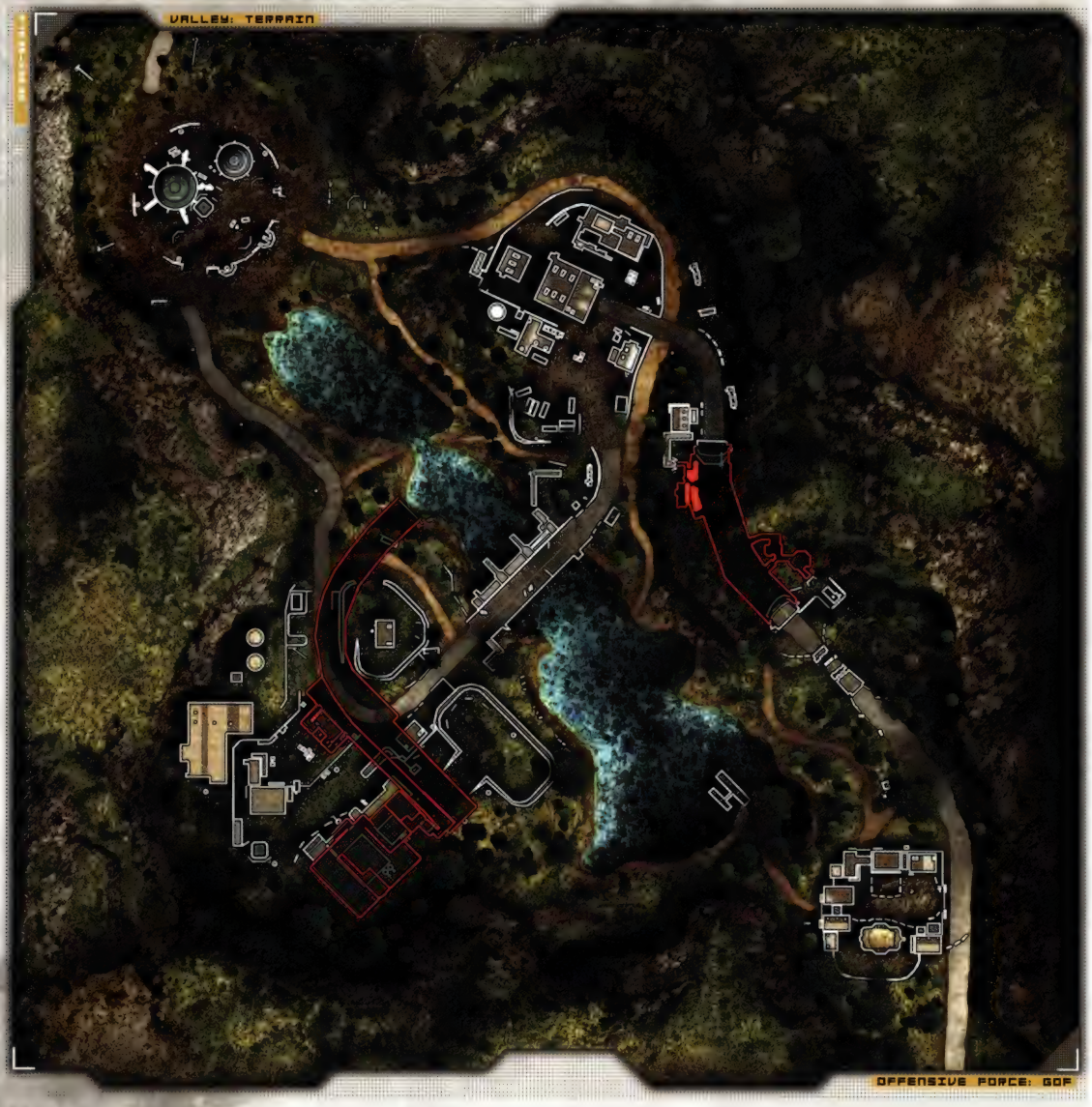
VALLEY

The Strogg are constructing a Contaminator device to pollute the region's water supply. Unless the GDF can manage to break through the Strogg's fortified defenses and destroy the Contaminator, the pollutants will pacify the local populace, draining their resistance, and making them easily harvested Strogg slaves.

This is a lengthy mission, with four total Objectives, and several that are quite difficult to complete. Successful completion requires an organized GDF offense to break through the Strogg forces in the area.



TERRAIN MAP

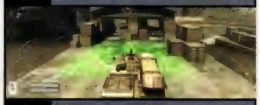


VALLEY DATA
OFFENSIVE FORCE: GDF

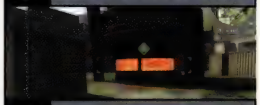
Primary Objectives

1. Construct the Bridge

2. Deploy the MCP



3. Hack the Shield Generator



4. Destroy the Contaminator

Secondary Objectives (All Classes)

1. Capture the Tunnel Spawn Point

Secondary Objectives (All Classes)

2. Capture the Reservoir Spawn Point

Secondary Objectives (Engineer)

1. Construct the GDF Base Guard Tower

Secondary Objectives (Engineer)

2. Construct the Reservoir Guard Tower

Secondary Objectives (Soldier)

1. Destroy the Sewer Grate

VEHICLES

GDF BASE

STROGG BASE

BRIDGE SPAWN

GDF VEHICLES (AFTER BRIDGE CONSTRUCTED)

TUNNEL SPAWN

STROGG VEHICLES (BEFORE BRIDGE CONSTRUCTED)

GDF VEHICLES (AFTER TUNNEL SPAWN CAPTURED)

OUTPOST

STROGG VEHICLES (BEFORE MCP DEPLOYED)

GDF VEHICLES (AFTER MCP DEPLOYED)

SHIELD GENERATOR

RESERVOIR SPAWN

MISSION MAP

OBJECTIVE OVERVIEW

1. CONSTRUCT THE BRIDGE

OFFENSE

The Contaminator is located in a hardened building on the western side of the valley, across the lake in the center of the map. To breach it, an SSM must be used. However, before an MCP can be deployed to do so, a bridge destroyed by the Strogg must be rebuilt.

The broken bridge is located just north up the road from the main GDF base, so it isn't far, but neither is the first Strogg spawn point, which is immediately behind the bridge.

Infantry can get across the gap by going through the small chasm between the two bridge segments, and even larger vehicles can drive across, but there is very little ground on the other side of the bridge to fight with vehicles (or infantry for that matter), as the ground quickly narrows into a tunnel entrance that cuts through the mountain to the north.

The services of GDF Engineers are required to build the bridge, and while the position is somewhat screened from Strogg fire by a few tank traps, it most definitely is not shielded from: artillery bombardment, Stroybombs, carefully aimed Railgun shots, grenades, and other unpleasantness.

The construction point must be shielded by other GDF while the Engineers work on building up the bridge. As the bridge is built in two sections, if the first section is completed, the construction meter cannot be reset, which is helpful if the construction effort is stalled.

GUARD TOWER

There is a Guard Tower with an integrated GPMG that can be built just outside the northwest of the GDF base.

It has a clear line of sight on the Strogg side of the bridge, so don't hesitate to spend a few seconds getting it built. Do so *after* the first Engineer rush on the Objective; no sense in wasting the precious early seconds until it is clear that the Strogg can stop the first assault.

A few Medics should assist the Engineers building the bridge, the remainder of the GDF forces should be dedicated to keeping the Strogg at bay long enough for the bridge to be built. Engineers should drop turrets (possibly even an AAT, Strogg bombardment is bad news).

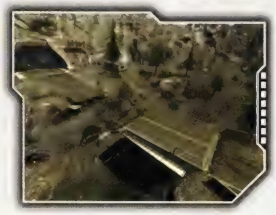
Field Ops artillery is especially devastating here. The Strogg have a tiny area across the bridge in which to deploy (or fight from at a distance), so a single artillery barrage can suppress the area and destroy any deployables easily.

Soldiers and Covert Ops are both wonderful on defense. Soldiers armed with GMPGs and Covert Ops sniping are both effective on the terrain around the bridge.

There is a Titan in the main base, which should be brought up immediately, and used to devastate any clustered Strogg troops. Any vehicle larger than a Husky can also be used to shield the Engineers physically, blocking line of sight from directly across the bridge.

The Trojan is only necessary if the Strogg bring their Tormentor up from their main base, but if they do, the Trojan is the perfect solution. With the concentration of GDF troops in the area, the Tormentor can also easily be brought down by massed assault rifle fire if everyone in the area is attentive and responds quickly.

This Objective usually progresses quickly, while the Strogg spawn is closer, it's not by much, and enough Engineers focused on building the bridge usually can't be stopped for long by the Strogg forces.



Once the bridge is built, the MCP is dropped onto the battlefield, and the next Objective begins.

1. PREVENT CONSTRUCTION OF THE BRIDGE

DEFENSE

The GDF force has arrived to shut down the Contaminator, and they must be stopped! The local human population must be turned into mindless cattle for Stroggification.

Their initial target is a destroyed bridge that is the only accessible ground route for the GDF's Mobile Command Post. The Bridge is located immediately outside the initial Strogg spawn area, just to the south.

Stopping the GDF completely on this Objective is all but impossible, but you can waste some of their time and wind the clock down. Saturating the area around the build point with heavy firepower can prevent any Engineers from getting any build time in.

Infiltrators can snipe from a distance, from any number of vantage points on the cliffs, and use their Flyer Drones to kill Engineers that manage to squirm just out of sight. Aggressors armed with Obliterators can kill Engineers prone behind the sandbags of the construction site (and help against the Titan), or use the Hyperblaster to take down incoming GDF troops on foot or riding Huskies.

Constructors and Oppressors are forced to fight for terrain with each other, as deployable space is sharply limited on the ground outside the tunnel mouth. APTs, AVTs, and any type of artillery are all helpful, though Rail Howitzers are generally more useful than the others for simple suppression value. If a Constructor can get across the bridge to the build point, drop a few mines on it to punish the next Engineer that rushes in.

SKY HIGH

Using the Icarus to get way up on the mountainside is rather handy for both Oppressors and Infiltrators.

With such a lofty vantage point, calling down artillery strikes is easy, and sniping from such a distance makes it difficult, or impossible, for anything short of GDF counter-snipers to respond.

In addition, even after the first Objective is cleared, you can still use the altitude advantage if the MCP is disabled on either side of the tunnel.

An Aggressor parked up top with a Technician nearby feeding him ammo is not a pleasant combination for GDF Engineers attempting to repair the MCP—especially if the MCP is disabled close to the Outpost and you can fire on its normally partially concealed backside.

Technicians aren't really needed here. There's lot a lot of direct Objective defense, most of the combat tends to be at a distance, Spawn Hosts aren't needed, and reviving is difficult with the constant combat that naturally occurs around the bridge.

Sneak up onto the hills behind the construction point to the south using the two Icarus' present at the spawn point. There are a few points that force the GDF to send a trooper to deal with you, or fire down on the build point with impunity.

Speaking of the Icarus, don't hesitate to use it to get *way* up on the mountain over the tunnel. You can even drop artillery up on top for a really impressive long range bombardment. Super long range sniping is also an option.

Consider having someone backspawn to the main Strogg base in the north of the valley, bring the Tormentor forward and harass the GDF around the bridge. As it is also useful during all of the remaining Objectives, one Strogg should be constantly bringing it forward in any case.

Fall back to erect defenses for the MCP once the GDF manage to get the bridge built. Although if the Strogg are in good shape numerically around the bridge, stay put and deal some damage to it before it heads into the tunnel. Disabling it before (or inside) the tunnel can really burn the clock down, especially if it stays disabled long enough for the Hog and Desecrator to be brought up from the Outpost spawn to deal even more damage to it.

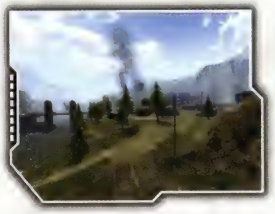
2. DEPLOY THE MCP AT THE OUTPOST

OFFENSE

Once the MCP is dropped onto the battlefield, the GDF spawn point moves up slightly to the bridge (and a Husky and an Armadillo join the vehicle roster by the bridge). The MCP must be driven through the tunnel to the north, and deployed in the currently Strogg held Outpost to secure control of it.

An additional forward spawn point becomes available to the GDF, up inside the tunnel itself, on the western wall. Gaining control of it also provides another Husky and Armadillo.

Driving the MCP through the tunnel to the Outpost deployment zone is straightforward, but how difficult the task is depends entirely on the Strogg defense. If they are slow about falling back and erecting defenses, or don't quickly switch classes, you may reach the Outpost almost unimpeded.



On the other hand (and more common), if the Strogg fall back quickly when the bridge is constructed, expect to run smack into a wall of AVTs, mines, Obliterator fire, the Tormentor, a Desecrator, and a Hog.

Because of this (probable) risk, it is critical that the bulk of the GDF team move up through the tunnel (securing the spawn point on the way) and take the fight to the Strogg at the Outpost before the MCP even arrives.

Field Ops with already primed artillery pieces can be a great help. By the time they get to the other side of the tunnel, the first AVTs should be showing up, and an early artillery barrage before the MCP shows up can clear the way, nullifying any early Strogg defenses.

Soldiers armed with Rocket Launchers should also make their way forward, there is plenty of cover to utilize around the Outpost, and most of the terrain near the tunnel and forward spawn egress points are elevated in comparison to the ground around the Outpost, making for easy rocket shots. Of greater importance, rockets are a great help against any vehicles the Strogg attempt to use, and aren't bad against Strogg infantry if it comes to that.

Covert Ops provide another workaround. While hacking is as difficult as always, an EMP can take out an early AVT in a pinch. If the remaining Strogg forces are nullified, the MCP can get past the arc of fire of the AVT.

Medics aren't crucial, though they can certainly accompany a forward assault force to assist it. A handful of Engineers should accompany the MCP to ensure that it can be quickly repaired.

While the GDF have access to many vehicles this early in the mission, the vast majority of them are transports. Only the Titan is a truly powerful offensive asset, and it should absolutely be brought forward, preferably ahead of the MCP to clear the way.

If the MCP gets near the tunnel exit and it is apparent that the Strogg defenses are too strong, don't rush the MCP out into the fire. It's worse to have the MCP disabled and locked down by turret or vehicle fire than it is to wait and force the Strogg to come and attack it. Use the front MG and the manned Minigun to fend off Strogg infantry or light vehicles that approach.

GDF forces should clear out the most critical threats to the MCP before it moves down to the Outpost. The worst possible scenario during this Objective is having the MCP disabled right outside the Outpost. This is literally seconds from the Strogg's spawn point, and they can easily abuse this distance by making it incredibly difficult to repair the MCP.

ROUNDABOUT ASSAULT

If the MCP push gets *really* bogged down, you may need to start getting creative in your approaches to the Outpost side of the mountain.

The most basic is utilizing the southern exit from the tunnel, accessible right from the Tunnel spawn point. The Strogg may not be watching it as closely as they should, and if you can slip out from there, make your way around the Outpost to the south and attack the defenses from the southwest (or even west).

Another possibility is taking the Platypus (or even Trojan) from the GDF main base, going through the water, and docking down on the shore south of the Outpost before making your way up.

Snipers, Field Ops, and even GPMG or rocket armed Soldiers can all take advantage of an oblique approach to Strogg deployables, or Strogg infantry who aren't watching the back lines particularly closely.

Fixing up the MCP near the GDF forward spawn is greatly preferable to attempting repairs under the Strogg's nose while the MCP is covered with mines, Plasma Charges, and has AVTs and vehicles parked near it.

Once the MCP is deployed at the Outpost, it becomes GDF territory, and the SSM is fired at the building housing the Contaminator. However, as is usually the case with high value Strogg targets, it is protected by a Strogg Shield Generator. The destruction of the Generator is your next primary Objective.

2. STOP DEPLOYMENT OF THE MCP

DEFENSE

Holding off the MCP is the first real chance to seriously run down the clock—or even achieve a full defensive lock for the win. The trick to holding off the MCP is falling back from the first Objective very early, and setting up deployable defenses, as well as bringing forward vehicle support from both Strogg rear spawns.

There is a Cyclops present near the Shield Generator. It can be brought forward to support the Outpost defense. In addition, there are three Hogs, two Desecrators, and a Tormentor, all of which can be used to good effect against the MCP and the GDF general offense. At this point in the mission, the GDF are light on strong vehicles; exploit this weakness by utilizing your vehicle surplus.

The Cyclops take awhile to bring to the Outpost, which is why it is so important to bring them forward before the MCP even begins its trip down the tunnel. Having a few Cyclopes and Desecrators parked in Siege mode overlooking the tunnel exit is an extremely nasty surprise for the GDF when they finally arrive.

In addition to making use of the vehicle abundance, numerous turrets should be built by Constructors around the Outpost. There is plentiful deployable terrain, and AVTs and APTs both can make the MCP deployment a miserably difficult task for the GDF.

Aggressors armed with Obliterators are helpful for disabling the MCP, but once it is disabled, they may want to switch to Hyperblasters to work on the abundant GDF infantry and light vehicles.

Technicians are practical. If the MCP is disabled near (or in) the tunnel, Spawn Hosts can save some travel time, and supporting other Strogg troops in the area with revives or Stroyent are both beneficial support options.

Oppressors are generally not needed. The GDF don't have many heavy vehicles as good targets, and the mountain tunnel makes general bombardment difficult at best.

Infiltrators are nearly as helpful as Aggressors for disabling the MCP with Scrambler grenades, and using Flyer Drones to take down Engineers using the MCP as cover is always helpful.

All Strogg infantry should make an effort to constantly recapture the GDF's forward Tunnel spawn point. Doing so forces them to respawn back at the bridge, and while they have plentiful transport vehicles, the bulk of them are located in the GDF base, and if the GDF don't backspawn, they waste plenty of time walking up from the bridge and through the tunnel again.

Use all of the cover around the Outpost to maximum effect, and even the cliff face over the top of the tunnel can be used to attack the GDF from above. Disabling the MCP and turning the GDF push into a grinding infantry battle is exactly what you want to run down the clock.

If the GDF manage to break through and deploy the MCP at the Outpost, their next target is the Shield Generator, and defenses must quickly be set up to slow them down.

3. HACK THE SHIELD GENERATOR

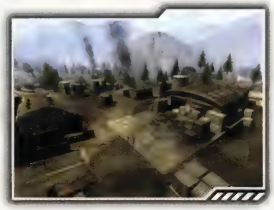
OFFENSE

With the Outpost claimed, the final Objective nears—first, the Shield Generator must be hacked by a Covert Ops to allow an SSM strike to penetrate the Strogg defenses.

The Shield Generator is located across the valley's central bridge, on the south-west side of the map. It is tucked away inside a small industrial complex, which restricts vehicle access significantly.

All routes to the Shield Generator take awhile to traverse, but while it takes a bit longer to use an alternate route, a slightly lengthier trip is greatly preferable to getting pasted by a Plasma Cannon if you take the bridge route while it is covered by the Strogg.

With the capture of the Outpost, you finally gain access to a wide variety of v ehicles. With multiple transports - a Bumblebee, an Anansi, a Titan, and a Trojan - you can use the added vehicular might in the assault on the Shield Generator.

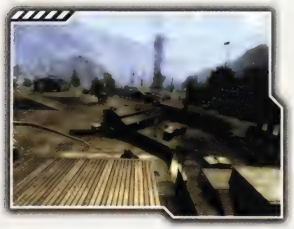


While it is difficult (though not quite impossible) to drive into the area around the Shield Generator, the vehicles are all vital for reaching it in a reasonable amount of time. Rather than simply taking the direct route across the bridge, don't hesitate to use the ford in the lake, or to take the Trojan or the Platypus down on the shore to get to the sewer.

CAPTURE THE SPAWN POINT

During the Hack Objective, the Reservoir Spawn Point is available to be captured, greatly decreasing the travel time required by GDF forces to reach the Shield Generator. Capture this Spawn quickly, and hold it to increase the pressure on the Strogg forces.

The sewer access route is initially closed, but a Soldier can blast it open with a H.E. Charge, and it is rare for the Strogg to even bother disarming it. Once the sewer route is open, it can be used to climb a ladder right into the small building to the northeast of the Shield Generator. (One of the ladders leads to a dead end.)



Get around the Shield Generator to the northwest by either taking the ford across the lake, or veering sharply to the right just as you cross the central bridge. Doing so gives you access to plenty of cover, which can be helpful for scouting out the defenses, calling in artillery, or attacking the Strogg from a distance, which is usually significantly safer than rushing into the mined and turret covered Shield Generator yard.

Covert Ops are essential to the Objective completion, and a fair number of Medics should be part of the infantry assault force, but Soldiers and Field Ops should be part of the attack as well. Constructors aren't needed quite as much, though you *may* need to get up AVT or even AAT defenses at the Outpost spawn. It is woefully vulnerable to a single Strogg artillery barrage destroying or damaging all the vehicles present.

Soldiers armed with heavy weapons should accompany Medics into the area around the Shield Generator to attempt to clear out any Strogg resistance in the area. It is also worthwhile to attempt to attack the Strogg spawn point directly.

Field Ops artillery barrages are likewise important, but the highly compressed terrain also makes Vampire air strikes quite effective.

The Strogg's spawn has no AAT protection, or any turrets, so if you can manage to get infantry (or a Titan…) into the spawn, you can savage their infantry force. One fully cleared spawn is usually all the time a Covert Ops needs to complete the hack.

The Anansi adds air cover to the GDF arsenal, and a tool to fight back against the Tormentor directly (though with the assistance of the Trojan and a few ground troops, that should be handled easily). The Anansi is great for taking down one or both Cyclopes. You really don't want a Cyclops parked in Siege mode anywhere near the bridge or the Shield Generator.

The area around the Shield Generator is likely to be littered with both turrets and mines, and barring brief periods immediately after air strikes or artillery barrages, they are likely to be active again after a failed run on the Objective. Bring grenades to clear them out, or have a Titan, Anansi, or Trojan fire into the grounds to disable deployables and destroy mines.

It is difficult for Covert Ops to make any progress on the hack while the area around it is covered by deployables and Strogg infantry, but desperate suicide runs may be necessary if a hack is in danger of decaying. Tagging the Generator with even a split second hack can prevent this from happening.

In a worst case scenario with no GDF around to provide even a minimal distraction, try to find a Strogg body and secure a disguise—sneaking in to perform a brief hack makes all the difference.

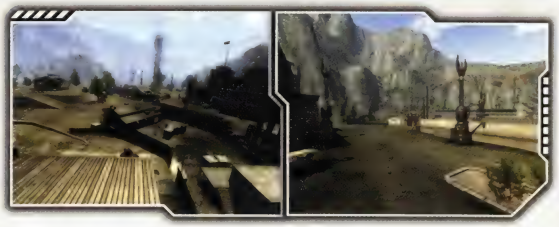
Once the Shield Generator is successfully hacked, the Strogg's defense against an SSM strike is removed, and the SSM is launched to blast open an entrance into the building housing the Contaminator. The last Objective is the destruction of the device.

3. PROTECT THE SHIELD GENERATOR

DEFENSE

With the Outpost claimed by the GDF, their attack on the Shield Generator protecting the Contaminator begins. Defending the Contaminator is another Objective that favors the defense. If it is held properly after a long MCP long, you can often end the mission in a victory for Strogg forces.

Almost all Strogg classes are useful during the defense of the Generator. Constructors are critical for erecting AVT and APT turrets, and at least one AAT out of sight behind the Generator. Planting mines on and around the Generator (even on the 'roof' above the hackable panels) makes it impossible to approach without a GDF trooper revealing his presence by throwing a grenade (or better, simply walking into one).



Curiously, Technicians aren't vital during the defense. With the Strogg spawn point literally directly behind the Shield Generator, Spawn Hosts are less vital. Stroyent supply is still quite helpful, though combat revives are as difficult as always.

Aggressors and Infiltrators both are very helpful on defense, heavy weapons and sniping can take a serious toll on the GDF forces. Infiltrator Flyer Drones are also a powerful weapon against any GDF Covert Ops that sneak out of sight behind the Generator.

WATCH THAT BUILDING!

The building just to the northeast of the Generator has a basement access shaft. A ladder extends all the way down to the sewer tunnel below, and GDF may attempt to use this route if their passage across the bridge is denied.

Plant a few mines in the shaft to make their welcome an unpleasant one.

Oppressors can inflict serious damage on the GDF offense by bombarding their spawn point. A single Dark Matter blast can take out almost every vehicle in the area, and forcing the GDF to hike to the Shield Generator is a nice waste of their time.

It is important to remember the vehicles present at the Strogg main base. Much like the Outpost defense, you can bring up the Hog, Desecrator, and Cyclops to assist. Indeed, bringing those vehicles up to the GDF spawn point can be a very demoralizing experience for the GDF force. Ramming into a loaded Armadillo or Trojan with a hog is always painful, and a Siege mode Cyclops can suppress the Outpost spawn for awhile.

In addition to defending the area around the Shield Generator, and attacking the GDF's Outpost directly, a significant force should concentrate on the bridge leading to the Outpost.

Most GDF forces come across the bridge, and if you can lock it down with AVTs and a Cyclops (or two) with Tormentor support, you force the GDF to either waste a *lot* of time battling fruitlessly on the bridge, or to take alternate (and slower) routes to reach the Shield Generator.

Hold off the GDF forces as long as you can, but if the defense of the Shield Generator falters, the SSM launched by the GDF blasts open an entrance to the Contaminator building, and the final Objective battle begins.

4. DESTROY THE CONTAMINATOR

OFFENSE

The final Objective is a marked change from the heavy outdoor fighting that ruled the first three Objectives. With a breach blown into the northeastern wall of the Contaminator building, the final Objective battle takes place indoors.

However, although the final Objective is inside, the exterior battle is often the deciding factor between victory or defeat—the GDF spawn point remains at the Outpost. A new spawn point opens up across the bridge, the Reservoir Spawn (providing yet another Armadillo and Husky pair), but a significant distance must still be traveled in the open.

Destroying the Contaminator calls for the services of an H.E. Charge planted by a Soldier, but other GDF troops should be used to ensure that those Soldiers can get inside to finish the job.

Bombarding the exterior Strogg defenses with artillery, and bringing forward the Titan and Anansi to destroy any Cyclops used in defense is important.

Indeed, if the Strogg are very fierce in their defense, some of the Soldiers may wish to trade in interior Assault Rifle or Shotgun armament for Rocket Launchers to assist against Strogg deployables or vehicles.

Medics should accompany Soldiers heading into the building interior, and Covert Ops can make use of their talents (and provide Radar coverage) to sneak inside and clean out mine defenses, and backstab and kill a few defenders.

Engineers aren't critical during this stage of the mission, but they can place turrets and mines around the Reservoir spawn area to secure it against recapture, which is important for cutting down on the travel time from the Outpost spawn (though a few GDF should still be backspawning there to bring up the Titan and Anansi).

Inside the Contaminator building, the target area is located at the back of the building, in the southwest. The blast from the SSM created two possible entry routes in the northeast, on the first or second floor.

The second floor is generally a slightly safer approach, partly because the Strogg can get in through a shielded door on the ground floor, and partly because from the second level, you can attack the Strogg from above and drop grenades on them easily.

There is only one other entrance to the building, and it is something of a last resort—the sewer tunnel has a second ladder shaft that reaches up into the Contaminator building. It does take a significant amount of time to reach the building via the sewer, but if the Strogg manage to lock down the exterior (having a Cyclops parked on the only entrance to the building is always a downer), this route may need to be taken.

CONTAMINATOR BLITZ

When the Shield Generator is very close to being hacked, send a force of Soldiers and Medics down into the sewer tunnels. Climb part way up the access shaft to the Contaminator building, and wait for the SSM to hit.

As soon as the SSM blows open the entrance and the final Objective becomes available, rush in and plant multiple charges on the Contaminator.

If the Strogg don't react and get inside *immediately*, you may be able to end the map with a quick victory.

The interior battle for the Contaminator is straightforward. The building isn't large, and the Contaminator is located close to the entrance. Send in sufficient forces to clear out the Strogg, and you can plant the charge to seal a GDF victory.

4. PROTECT THE CONTAMINATOR

DEFENSE

If you've done your job well on defense up to this point, the GDF should be scraping the bottom of the clock, and you only need to hold out a bit longer to secure a victory.

Constructors should hurry to build new turrets covering the only entrance to the Contaminator building with APTs and a few AVTs. A single AAT tucked away can force Field Ops to use Vampire strikes rather than a single artillery barrage to clear out all of the defenses.

Finally, in addition to planting mines inside the building around the Objective, a few mines should be planted inside the only other entry point to the building—the sewer access shaft.

Technicians inside are also quite helpful. Any GDF that manage to slip past the exterior defenses can be turned into Spawn Hosts, to the benefit of the Strogg troops defending the Contaminator.

Outside, Infiltrators and Aggressors should battle to slow or stop the GDF before they get into the building in the first place. Oppressors can assist as well, continuing to launch artillery strikes at the GDF Outpost, and even at the Reservoir spawn if the GDF manage to capture and hold it.

The Reservoir spawn should be retaken as often as possible—forcing the GDF back across the bridge wastes a lot of their time. Infiltrators are ideally suited for sneaking in disguised, as it is somewhat difficult to approach the spawn point unseen with so many GDF forces pouring across the bridge.

All of the Strogg's vehicle resources that proved so useful during the second and third Objectives remain an asset here, as all of the heavy vehicles can and should be used to hold the GDF outside the building—just make sure that there are sufficient forces inside to hold off any GDF that do slip through. Losing to a single planted charge because there were no Constructors around to disarm it is a sad way to end a long map.

Defend the Contaminator for the time left on the clock, and the humans in the area are doomed to become pliable Strogg hosts, swelling the ranks of the Strogg forces, and aiding the war effort significantly.

DEPLOYABLE MAP

GDF

Area 1

The initial deployment zone for the GDF should largely be used to place artillery. Saturating the Strogg's side of the bridge with bombardment can prevent them from keeping any deployables of their own up and running, and can take down any Strogg foolish enough to be in the area when the strike hits.

In addition, artillery deployed early here remains useful during the second and third Objectives, and unless the Strogg attack the GDF main base with the Tormentor, it isn't likely to be taken down.

Area 2

Once the bridge is constructed, it becomes possible to place GDF deployables very close to the Outpost—even AVTs can be set up on the hillside near the tunnel.

More helpful is deploying radar in range of the Outpost, so that Strogg can be rooted out of any cover they are hiding in. Artillery back at the main base can still be used, though it can be deployed closer to the Outpost itself if necessary.

STROGG

Area 1

There is sharply limited deployable ground outside the tunnel mouth, as the steep terrain prevents many deployables from being erected.

Still, there is enough room to put up a few turrets, and possibly an artillery piece or two. Don't forget that you can use the Icarus to get up on top of the mountain over the tunnel, where artillery can easily be dropped to bombard the bridge construction point.

Area 2

The Outpost is a critical deployment zone, as AVTs and APTs can be used to suppress the MCP and any GDF attempts to close with the Outpost and attack your troops hiding in cover.

An AAT may be necessary, if the GDF seem prone to using artillery heavily, you don't want to have all of your planted mines and turrets disabled easily.

Area 3

Deployables can be set up on the ground outside the Contaminator building, and this is useful during both the third and fourth Objectives, as turrets planted here cover a wide range of ground, and make crossing the bridge dangerous for GDF vehicles.

Area 4

A few APTs inside the fenced around the Shield Generator combined with careful mine placement makes this a difficult Objective for the GDF to attack. Place an AAT out of sight, with such tight terrain, one artillery strike is all it takes to disable every turret in the area.

Rather than setting up artillery near this deployable zone, consider placing it back in the main Strogg base to the northwest. It can just as easily fire at the GDF forces from there, and it has the protection of the main bases turrets, shields, and built in AAT.

Area 3

Once the Outpost is claimed, deployables can be set up within its confines. Setting up turrets to defend the Outpost against vehicles or artillery isn't a bad idea, as the Strogg can inflict a lot of damage with an artillery barrage, or by bringing the Cyclops up from the Shield Generator.

Area 4

The final deployable zone, just outside the Contaminator building, it can be used to drop a few turrets to protect the Reservoir spawn point, or possibly to aid against the Strogg vehicles defending the building. Artillery should be placed back at the Outpost, it is too exposed to tender Strogg ministrations this close.

ROUTE MAP

1. Construct the Bridge

The straight path to the bridge construction point is straightforward. Hop on one of the numerous transport vehicles in the GDF base and zip up the road to get to the bridge.

Rather than heading right for the bridge, you may wish to go down and up the chasm on the other side, to attack the Strogg troops directly. Harassing them constantly can give your Engineers time to get the bridge built up.

In addition to clearing them off from their side of the bridge, be sure to patrol the northeastern hillside, where Strogg troops can attack building Engineers from behind.

2. Deploy the MCP

There is only one route for the MCP to reach the Outpost area, which can make a successful deployment in a reasonable amount of time a very difficult task. Be sure to clear the way for the MCP *before* it comes trundling out of the tunnel, you really don't want it getting disabled right outside the Strogg spawn point in the Outpost.

Make sure to bring up the Titan from the main base and have it move ahead of the MCP, and make sure that the MCP's turret minigun is manned for the added firepower it provides.

Do whatever it takes to clear a route, be it a full on infantry assault from the tunnel spawn point, artillery barrages, or even EMPs to temporarily disable turrets.

3. Hack the Shield Generator

The most direct route to the Generator area, it can be crossed quickly with any of the transport vehicles in the Outpost, but it is also the route most likely to be defended by the Strogg.

While it is usually fine to use this route to reach the Generator, if it does get locked down by the Strogg, or it seems that the Strogg are over-committing defenders to the bridge, take advantage of their force distribution by using one of the alternate routes to reach the Generator.

Crossing the ford in the reservoir to reach the Generator is only a marginally longer trip than crossing the bridge, and it is much less exposed to Strogg attention. While the bulk of the GDF forces cross the bridge, periodically send strike teams using this route to get in behind the Strogg forces and attack the Generator from the west.

The final route into the Generator area takes you underground, through a sewer channel that must be blown open by a Soldier's H.E. Charge. This route takes a little longer, if you're going to use it, bring along a few companions and use the Platypus down on the water, or the Trojan to get through the water quickly.

The access shaft part way down the sewer channel deposits you right inside the building beside the Generator, and barring PSI-Radar, you are completely concealed from Strogg eyes while using this route.

4. Destroy the Contaminator

As long as the Reservoir spawn point is held, this route is the direct path to the blown open entrance in the Contaminator building. If the spawn point is lost however, you must travel from the Outpost, just as you did during the Generator Objective. Capture and hold the Reservoir spawn point.

If the Strogg resist your infantry approach from the Reservoir spawn, be sure to backspawn to the Outpost and bring up the Titan and the Anansi.

The sewer channel continues to be useful late in the mission, as there is a second access shaft at the end of the channel that can be used to sneak into the Contaminator building. As with the Generator, use the Platypus or the Trojan to get multiple people into the shaft at the same time, the better to blitz the Strogg defenders inside with overwhelming force.

This access route may be necessary if the Strogg manage to seriously lock down the above-ground entrance to the building. However, if they over-commit forces to the exterior defenses, it is likely that they have relatively few defenders inside to stop a combined rush.

STRATEGIC MAP

GDF

GDF 1

The GDF main base has numerous transport vehicles, for quick travel during the bridge and MCP stages of the map, but it lacks a lot of heavy firepower. The Titan should be in use constantly during the first two Objectives on the map, as its power is a significant asset.

The Trojan should also be utilized as a combat vehicle if the Strogg bring forward the Tormentor early in the map, and it can easily be driven down into the water and then up near the Outpost during the second Objective.

GDF 2

The bridge construction point. While it is partially shielded from Strogg view, there are enough ways to attack it that nearby Strogg infantry must be eliminated by supporting GDF troops to have a real chance at getting the bridge built. Multiple Engineers and a few Medics are a great help as well.

GDF 3

The dock just down the hill has a single Platypus. You can use this to reach the Outpost fairly quickly if the tunnel spawn point is lost (mostly to hit the Outpost from a different angle than the Strogg are expecting).

It is also helpful to send a single Soldier in the assault boat to destroy the Sewer Grate early in the mission; having it open during the third and fourth Objectives is helpful.

GDF 4

The Tunnel spawn point is very important for keeping pressure on the Strogg during the MCP stage of the mission. It exits out both into the tunnel itself, and onto the hillside to the west of the mountain.

If the Strogg are pushing forward hard enough to fight the GDF near the tunnel, be sure to plant a few mines in the halls near the spawn point to prevent them from recapturing it easily.

GDF 5

The MCP deployment zone is right smack in the middle of the Strogg held Outpost, and mere seconds away from their spawn point behind the large garage. It is very important that the Outpost is cleared of significant AVT or vehicle presence before the MCP moves in to deploy.

GDF 6

The Sewer Grate here can be blown open by a Soldier's H.E. Charge, and this should be done fairly early in the match, so that it can be utilized as soon as the Outpost is captured.

GDF 7

The Reservoir spawn point becomes available after the Shield Generator is hacked, and it should be held for the duration of the assault on the Contaminator.

Be aware that there is only a Husky and an Armadillo outside the spawn, so if the Strogg set up heavy exterior defenses, backspawn to bring up heavier vehicle firepower.

GDF 8

The location around the Shield Generator is difficult to crack by rushing directly. Instead, clear a path by bombarding it with artillery or heavy vehicle fire, and directly assault the Strogg's spawn point, which has no defenses to speak of, and is right behind the Shield Generator itself.

GDF 9

The Contaminator is located at the back of this building on the ground floor. Successfully planting an explosive charge without a Constructor nearby to disarm it is all that is needed to finish this map with a GDF victory.

STROGG

Strogg 1

Curiously, the Strogg main base is never used as a frontline spawn point during any Objective during this mission. It must be deliberately chosen as a spawn point (or traveled to). Doing so is wise during every Objective in the game, as the Tormentor is useful during all but the last Objective (and sometimes even then).

The Desecrator and Hog are helpful during the second, third, and final Objectives. Only the Icarus in the base are not especially helpful, given the distance that must be traveled to reach any Objective area.

Strogg 2

The Strogg side of the destroyed bridge is a very narrow strip of land, with limited space for deployables, and little cover. Try not to have too many Strogg troops milling around on this side of the bridge aiming for the Engineers on the opposite side.

Instead, set out down into the chasm below the bridge and make your way up on the opposite side to attack the GDF directly. With the exception of their Titan, the GDF don't have any heavy vehicles, so straight up infantry combat can work just fine to secure the bridge.

Strogg 3

The Strogg Outpost spawn point is located just behind the deployment zone for the GDF's Mobile Command Post. Take advantage of this proximity to establish a tight net of defensive turrets, then spread out to the surrounding terrain and use the cover to good effect against the GDF forces.

Strogg 4

The area just in front of the bridge is important for defending the final Objectives, and it should be covered by the Cyclops, as well as some AVTs to make crossing the bridge difficult for the GDF.

If the Reservoir spawn point is retaken, this area can still be used as a defensive hotspot, as the GDF must once again cross the bridge to reach the Contaminator.

Strogg 5

Defending the Shield Generator area is usually fairly easy with even a few troops protecting it, as it is in a very enclosed area that is easily covered by a few APTs and a bunch of mines, not to mention the extremely close proximity of the Strogg spawn point.

Strogg 6

The Strogg spawn point during the final two Objectives is conveniently close to the critical targets. However, it lacks any sort of defensive fortification, making it fairly easy for the GDF to directly assault.

Be ready for this possibility, and don't hesitate to temporarily change classes if you need to be firing Obliterators at a nearby Titan, for example. You can also backspawn to the Strogg main base and bring up some vehicle support to clear out any GDF firing down at the spawn point.

Strogg 7

There is only one exterior access point to the Contaminator building, once it is breached by the SSM. Defend this point heavily, and alert any defenders inside if GDF manage to slip past, even if you have a PSI-Radar active.

Don't forget that the GDF can sneak in through the tunnels below. Arming a few mines in the access shaft can provide early warning of any intruders, if the Constructors who placed the mines watch their mine supply carefully.

GENERAL

General 1

Several of the buildings in the area round the Shield Generator have ladders leading to their rooftops. These locations can be easily exploited by either Strogg or GDF troops, as excellent positions for sniping, artillery spotting, or simply recon and long range fire.

sogn og fjordane county, vestlandet, norway

Located on the ocean shores near a beautiful Norwegian village, the GDF's geodesic dome known as the Ark has been pressed into service to perform research and evaluation of Strogg bio-technology.

The snowy landscape near the village is broken up by the water, which has created a small islet between the Ark and the village, restricting movement for ground forces and vehicles.

NORTHERN EUROPE

ARK

Tireless GDF scientists working in secret on Strogg Biotechnology are dangerously close to making breakthroughs in their research. This must not be allowed to happen, and the Strogg high command has dispatched an assault force to penetrate the Biodome defenses, and destroy the GDF research laboratory.

The GDF are aware of the Biodome's vulnerability, and they have erected a Jamming Generator to prevent a Mining Laser from being dropped from orbit. The Generator must be destroyed, the laser constructed, and the GDF research laboratory devastated.

TERRAIN MAP

ARK DATA
OFFENSIVE FORCE: STROGG

Primary Objectives

1. Destroy the Jamming Generator

2. Construct the Mining Laser

3. Destroy the BioScanner

Secondary Objectives (All Classes)

1. Capture Biodome Entrance Spawn Point (available after the Mining Laser is constructed)

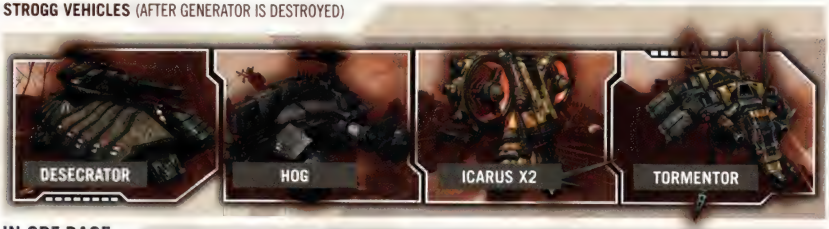
VEHICLES

IN STROGG BASE (START)

AT CHURCH (GDF START)

AT GENERATOR

STROGG VEHICLES (AFTER GENERATOR IS DESTROYED)



IN GDF BASE

ISLET WATERTOWER

STROGG VEHICLES (AFTER MINING LASER CONSTRUCTED)

MISSION MAP

OBJECTIVE OVERVIEW

1. DESTROY THE JAMMING GENERATOR

OFFENSE

Ark is a curious mission, in that the first two Objectives are extremely exposed, and both are fairly difficult for the GDF to defend. It isn't uncommon to see the first two thirds of the mission blitzed before the GDF can rally a defense on the final Objective.

That said, there is still plenty of hard fighting to be done before the GDF's BioScanner can be destroyed. The first target is a GDF Jamming Generator, located in (the remains of) a small village on the shores of a vast expanse of water nearby.

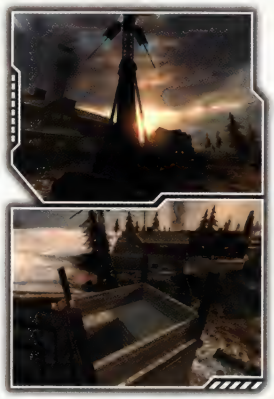
This is a vehicle-heavy mission for the first two Objectives, and right out of the gate, you have access to a Cyclops, Desecrator, Hog, Tormentor, *and* two Icarus. Every single vehicle should be utilized to maximum effect to push back the GDF from the Generator and allow an Aggressor to plant a Plasma Charge on it.

The Generator itself is only a short distance up the road from the Strogg main base, and it can be reached in seconds in the Hog, and only a bit longer in an Icarus. As the mission begins, have a few Aggressors rush the Objective with the quickest vehicles, if the GDF are slow in arriving, they may lose the first Objective before they can erect any defenses at all.

Rather than approaching the Generator via the main road, consider taking the Cyclops and the Desecrator around the sides. Hitting the GDF from an unexpected angle can help take down their Titans, and if the GDF lose their Anansi early in the fighting, you can ruthlessly suppress their infantry forces before they have a chance to approach the Generator area.

In addition to quick transit, the Icarus can help take advantage of the rooftops around the Generator. Plant Infiltrators and Aggressors armed with Obliterators up on the rooftops, and you can rain down suppressing fire on the GDF as they close from their Church spawn point, or bring up heavy vehicles from their main base to the west.

In addition to the Aggressors needed for the Objective, Infiltrators, Oppressors, and Technicians are all helpful during the first stage of the mission. Constructors should take the heaviest vehicles. Having a Cyclops continuously repaired can be a real thorn in the side of the GDF.

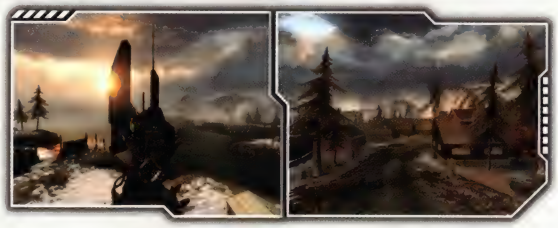


Take advantage of the plentiful cover offered around the target if the GDF manage to erect defenses. Artillery is perfect for clearing any deployables, and even if the GDF bother with an AAT, a Violator beacon on the confined terrain around the Generator should easily take down any APTs or AVTs present.

AVTs are almost as much of a threat as APTs to Aggressors, given how much heavy metal is likely to be thrown around, so be careful not to throw away the Cyclops, Desecrator, or Tormentor to AVTs near the Generator. If they're active, wait until they're disabled before you approach; better to provide some long range firepower than throw away a valuable battlefield asset.

Denying the GDF their own vehicles can be a huge boon. The Tormentor pilot should be supported by Aggressors armed with Obliterators on the ground to take down the GDF's Anansi. Once this is done, the Tormentor can destroy the vehicles at the GDF's main base and the Church spawn (particularly the Titans and the Trojans).

Similarly, don't hesitate to toss an artillery barrage near their Church spawn point if there are no good targets around the Generator; making freshly spawned GDF troops duck and cover, and lose their vehicles is always helpful.



Clearing out the Generator area is usually a messy business. The GDF are likely to bring up both Titans, their Anansi, and possibly one or both Trojans as well, and they have enough transport vehicles at the Church to zip down to the Generator as fast or faster than the Strogg can from their base spawn.

Because so much heavy firepower is likely to be thrown around, there is a distinct possibility that destroying the Generator is done through a frantic under-fire plant, rather than a controlled clearing of the area of all GDF presence.

If you wind up near the Generator as an Aggressor while other Strogg and GDF troops and vehicles bash each other nearby, don't hesitate to run in and attempt a plant. It only takes a few seconds to get the charge armed, and you can usually manage to stay out of sight long enough, as long as there are no mines on the southeast side.

Once the Jamming Generator is destroyed, a Mining Laser can be dropped in front orbit, and it must then be brought online to blast open an entrance to the GDF's Ark facility.

1. DEFEND THE JAMMING GENERATOR

DEFENSE

The icy beauty of this quaint European village on the outskirts of the GDF's high tech Biodome is disrupted rather rudely by the arrival of the Strogg military in force. They are seeking to break into Ark Biodome and destroy the BioScanner currently examining captured Strogg specimens.

The defense of the BioScanner begins inside the village, as short distance south from the GDF Church spawn point. The Strogg main base has been set up just outside the village to the south, so you can expect Aggressors to attack the Jamming Generator that is the first Objective quickly.

It is very important that a few Engineers hop on the Huskies and rush the Generator to set up turrets and get mines planted, but don't be surprised by the arrival of a Hog in just a few seconds as well. You may want to swap one of the Engineers for a Soldier armed with a Rocket Launcher—one well-aimed shot down the street and the Hog is toast.

The follow-up troops should grab both the Trojan and the Titan. The Titan can move up to the Generator area to defend it from the inevitable arrival of the Cyclops, but don't park it crammed between buildings in the middle of the street. That's an open invitation for the Strogg to take down the Titan almost immediately. Instead, keep it back, using the buildings for cover, and keep the Titan's hull partially concealed. Firing from third person, you can easily dodge behind cover to avoid Obliterator and vehicle fire.

Likewise, the Trojan should not be used as a close range support vehicle. It can take some potshots at Strogg infantry and Icarus, but it should be saved to use against the Tormentor. If the Tormentor is shut down, you prevent the Strogg from easily attacking your critical vehicle supply, and blasting the area around the Generator clear of turrets or mines.

Have a few players backspawn to the GDF base west of the central island. Bring forward the Titan and the Anansi there, and possibly the Trojan if the first one near the Church is destroyed. Having two Titans rampaging around the Generator can be a real headache for the Strogg to deal with, but again, don't rush in too close. There are going to be plenty of Aggressors present for the first Objective, and a good number of them are likely to carry Obliterators.

Engineers are equally helpful for defending the Generator with turrets and mines, and for piloting the Titans, so they can hop out and repair them under cover. Disarming Plasma Charges is hit or miss. Sometimes a lone Aggressor sneaks through and you can disarm easily, other times there is a Siege planted Cyclops just up the hill blasting the Generator.

Soldiers armed with both heavy weapon types are important, as even concentrated GPMG fire can take down all by the Cyclops easily, and rockets help to shut down the Strogg's vehicle offense. Any Soldiers present should make a point of taking down the Tormentor on sight—helping the Anansi stay airborne is a great boon for the defense.

Field Ops aren't critical, but it is surprisingly easy to inflict casualties on the Strogg advance out of their main base by dropping basic artillery bombardment just outside the north side of their base. You might also want to pair up with a Soldier in cover to provide ammo for rockets, which can run out quickly when firing from a safely concealed position behind, atop, or inside one of the buildings near the Generator.

Medics are helpful both for reviving fallen infantry, and for putting up Supply Crates just out of sight behind the Generator. It is difficult for Medics to simply hang out around the Generator itself though, given the high likelihood of vehicle and artillery bombardment. Instead, stay in cover and try to protect your nearby GDF infantry.

Covert Ops can deal some very serious damage to the Strogg offense. EMP grenades are great against the Cyclops and Desecrator in the narrow streets near the Generator, and even the usually tough to use Third Eye Camera can be used as an anti-vehicle tool. Plus, Radar coverage is important, and of course, sniping is a powerful weapon against Aggressors trying to plant their Plasma Charges on the Generator.

Holding the Generator can be won or lost very quickly, but try to hold out for as long as possible, you need to drain the clock a bit before the Strogg move on to the second Objective. Once the Generator is destroyed, a Strogg Mining Laser is dropped onto the central island facing the Ark, and the second stage of the mission begins.

2. CONSTRUCT THE MINING LASER

OFFENSE

Once the Jamming Generator has been taken out, a Mining Laser is grav-dropped into place on the central island separating the village from the Ark complex to the west.

The Mining Laser must be activated by Constructors before it can forcibly create an entrance into the Ark through the front door (or the access occlusion device, as the Strogg high command charmingly refers to it).

Securing the Generator as the Strogg's next spawn point also provides even more vehicle firepower: two more Icarus, another Hog and Desecrator, and a second Tormentor.

Don't neglect to also bring up the Desecrator, Cyclops, and Tormentor up from the main base. Using all the vehicles may even be too much for your team, depending on how many players you have present. Not a bad situation to be in!

The island where the Mining Laser is located is connected to the village via a narrow bridge, while the GDF side has two bridges. There is also a small set of stairs on the northeast that can be used by Strogg who don't mind wasting some time getting wet. It also conveniently comes up behind cover, and with so many vehicles battling, a slightly more subtle approach than diving in on an Icarus may be all you need to sneak past inattentive GDF forces.

THE NORTHERN ROAD

Hopping in a Hog and cruising around the road to the north side isn't a bad idea. You can then come across the bridge on the northwest edge of the islet, or park the Hog nearby and simply unload with its turret Hyperblaster on GDF infantry crossing the bridges. Finally, it is usually quite simple to come up behind the Titan and ram it if the GDF aren't watching the north road carefully. And of course, if there happen to be any GDF infantry in the way, so much the better.

Constructors are necessary for building up the Mining Laser, and they should be accompanied by Aggressors to aid in clearing out nearby GDF infantry.

Infiltrators can inflict heavy damage from a distance by sniping, and both Infiltrators and Oppressor bombardment or Violator strikes are helpful for disabling any GDF deployables erected around the Mining Laser.

Technicians have a hard time in this terrain, combat revives on open ground are not a forte of the class, and even distributing Stroyent can feel a little underwhelming with a Titan or Anansi blasting you from above.

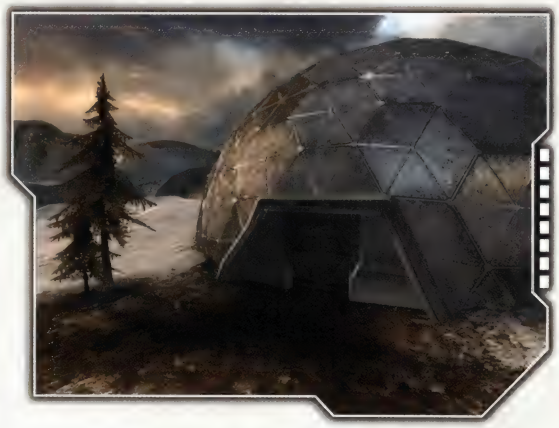
There isn't a lot of cover around the Mining Laser, so it is difficult to last very long against any GDF presence in the area. Of course, this cuts both ways, and you can always stay on the outskirts of the fight, blasting GDF troops, and using your Stroyent supply to keep your health level up while picking off GDF from a distance.

Pay attention to what type of turrets the GDF do set up—if the put all AVTs, swarm the area with infantry, using Obliterators to clear out GDF vehicles. If they put too many APTs, bring in all the Strogg heavy vehicles to take down the turrets (and everything else in the area).

Make a point of taking down the GDF Anansi as quickly as possible, unless the GDF respond quickly to the aerial threat of your Tormentors, you can absolutely annihilate their defenses by using both Tormentors at the same time to attack both the area around the Mining Laser and their base to the west.

The Cyclops takes a bit longer to march up to the island, but it is worth doing so, as it can deal a lot of damage, but more importantly, it is likely to draw plenty of GDF attention—a situation that your Constructors can easily exploit to quickly get the Mining Laser built up.

Clearing out the GDF presence on the island is usually a matter of breaking their turret defenses, then having at least one heavy vehicle in position to take down respawning GDF as they attempt to close from their base.



Because it takes two turrets to cover both sides of the Mining Laser, frequently just disabling any covering the north side is enough to allow a Constructor to sneak in and get in some build time.

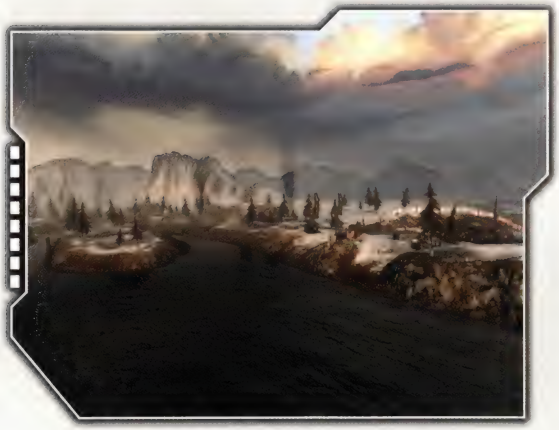
Once the Mining Laser is fully assembled, it activates and blasts open the fortified door protecting the entrance to the Ark proper.

2. PREVENT THE CONSTRUCTION OF THE MINING LASER

DEFENSE

The Strogg Mining Laser is dropped onto the islet in the center of the map, and it is in an awkward position to defend. For one thing, the Strogg actually have access to more vehicles than the GDF once the Generator is destroyed, giving them a leg up in vehicular combat.

For another, the spawn points are roughly the same distance apart, giving no significant advantage to the defense. Finally, the area is extremely exposed, making it easy for the Strogg to attack any deployables (or infantry) in the area.



All these points make the Mining Laser hard to defend, but it isn't impossible. First, Engineers should set up AVTs. Deciding whether or not to use APTs is an important choice. They can cover the Mining Laser, but they are easily disabled by any number of Strogg vehicles.

You may wish to tie up the Strogg fighting against your AVTs, forcing them to either come in on foot, or spend time trying to take the turrets down.

Planting an AAT can help, but since a Violator beacon or long range vehicle fire can still take down the turrets, you may not want to bother with the extra Engineer solely on anti-artillery duty.

Instead, stock up on some extra Soldiers to accompany Medics in defending the islet. Rocket Launchers are useful, as you can fight back against the numerous Strogg vehicles, and easily kill any Constructors that get anywhere near the Mining Laser.

Covert Ops can have a field day sniping Engineers from a distance, set up shop on the west side of the map, and force the Strogg to counter-snipe or waste time sending troops to deal with your snipers.

Engineers are helpful of course, and Field Ops can assist greatly in the vehicle battle by deploying Rocket Artillery and assisting in the infantry battle around the Mining Laser while it is recharging between takedowns of Cyclopes, Tormentors, Desecrators, or even Strogg infantry on the east side of the bridge.

Position defenders on both sides of the Mining Laser, it is easy to neglect the northern side. Don't hesitate to take the few extra seconds to use the northern bridge.

It is marginally faster to use the southern route, but if you get stuck between a Desecrator vs. Titan firefight and croak, you're going to waste more time than if you had avoided the mess in the first place.

Another important reason for the mass of anti-vehicle preparations is the presence of two Strogg Tormentors. With only a single Anansi, it is almost impossible to maintain air superiority if the Strogg push their advantage, and ground support is vital for taking them down.

You do *not* want two Tormentors destroying every vehicle at the GDF base and then firing down on the area around the Mining Laser with impunity.

Should the GDF defense falter long enough for the Strogg to complete the Mining Laser, its powerful beam bores a hole straight through the Biodome, providing access to the Ark's heart. You must now turn your efforts to stopping the Strogg before they can destroy the BioScanner.

3. DESTROY THE BIOSCANNER

OFFENSE

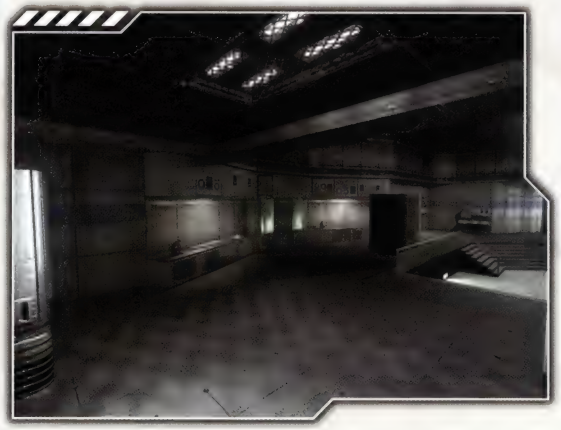
The final assault on the captured Strogg can begin once the hardened entrance to the Ark has been blasted open by the Mining Laser. Deep within the facility is the BioScanner which must be destroyed by an Aggressors Plasma Charge to destroy the GDF's work in deciphering the inner workings of Strogg bio-technology.

The first step is actually getting inside the Ark in the first place. Despite the opening of the front door, so to speak, the area in front of the Ark is likely to be defended by GDF until the BioDome Entrance spawn point is captured.

The quickest method to getting past any vehicle or turret defenses the GDF erect is usually to bring the Tormentors to bear and destroy any ground vehicles or turrets from a distance. Even a moments opening is enough for one Strogg trooper to get through and secure the spawn point.

The Strogg's new spawn is near the Mining Laser, so it isn't a significant distance to travel, but capturing and holding the interior forward spawn is important for beginning a serious assault on the BioScanner.

Indeed, holding the forward spawn is important enough that you may want to dedicate one Constructor to protecting it with mines.



The forward spawn is located just inside the facility. When you pass through the outer door, you actually wind up inside the BioDome's temperature controlled greenhouse. It's pretty, but not of any tactical significance beyond the risk of a few feisty GDF getting up on the terraces overlooking the ground floor and picking off Strogg troops moving through the dome.

Just in case there weren't enough vehicles for you, a Desecrator, Hog, and two more Icarus become available on the islet after the Mining Laser's activation, and these can be used to aid in clearing out exterior defense, as well as getting inside quickly with the Hog to grab the spawn point.

Once the interior spawn is secured, you can turn your attention to destroying the BioScanner, which is located in the southwest of the facility.

Most interior areas in the game are fairly simple, the Ark interior is surprisingly complex, as there are multiple routes from the front near the forward spawn to the BioScanner at the back of the facility.

Because of the possibility for GDF to be lurking anywhere within the halls, having PSI-Radar deployed is important. Knowing where the GDF have concentrated their defenses is important, and knowing whether there is a Soldier lurking just around a corner is always good.

Mines are likely to be a constant threat, particularly Tripmines in doorways. While going prone and crawling under them is always an option, clearing them out with grenades is generally faster (and clears the way for any other Strogg taking the same route).

Aggressors are necessary to destroy the BioScanner, and their heavy weapons are quite useful (Hyperblasters up close are pure murder, just watch out for the spin-up time), but several classes should be used to break the back of the GDF defense.

Infiltrators can inflict serious damage by picking up a disguise in the halls from a fallen GDF trooper and then sneaking into the lab housing the BioScanner. And don't forget to erect PSI-Radar outside, coverage is important.

BOOM!

Obliterators aren't the safest weapon to be using inside, but they can instantly take out any GDF troops truck, possibly even more than one at the same time.

If you're planning on using an Obliterator in the close confines of the hall, be prepared to accept an accidental death or two. Make sure your team isn't going to complain overly loudly if you inadvertently plant a rocket in the back of a friendly Strogg.

Obliterators are especially useful in the final room, as the terrain offers almost no way for a group of GDF troops to avoid being hit by the rocket, and you can fire a shot from one of the entry halls, then duck out of sight while you reload.

Ideally, you should accompany (or be accompanied by) another Strogg troop, who can take up the slack with another weapon while the Obliterator reloads.

Even tossing a single grenade to clear out any mines on the BioScanner can be helpful, and if you can take out several GDF troops in the area via backstabs or surprise attack, so much the better. Flyer Drones should also be used liberally, it is quite easy to sneak a Drone right onto the head of an unsuspecting GDF lying in wait for Strogg invaders.

Oppressors aren't needed inside, and even a single Constructor can help to secure the forward spawn. Technicians on the other hand, should accompany Aggressors through the halls, allowing the Aggressors to lead the way, and feeding them Stroyent on the way. If an Aggressor falls to a single GDF troop that the Technician can dispatch, revival and a few Stroyent capsules is enough to get the two-man team moving towards the Objective again.

Expect a heavy Medic presence on the GDF defense, and kill unconscious GDF troops, either with grenades or Obliterators in the first place, or with a few stabs. You can also instantly kill a downed soldier by creating a Spawn Host or taking a disguise, though obviously the latter methods should not be used in battle.

Because there are multiple routes into the BioScanner room, you should make a point of spreading out Aggressor forces and hitting the room from multiple directions at once. While the GDF can mine most of the room, their attention is going to be drawn to whichever side of the room is attacked first, allowing a second group to hit them from an exposed flank, usually causing serious casualties.

The GDF spawn point isn't far from the BioScanner, so if multiple Aggressors make it alive, plant multiple Plasma Charges to ensure detonation even if the GDF manage to clear the room in time to disarm a single charge.

Once the BioScanner is destroyed, this mission is complete with a victory for the Strogg forces, and the secrets of bio-tech are safe, for now.

3. DEFEND THE BIOSCANNER

DEFENSE

Once the Strogg have secured an access route into the Ark, they must be fought off in close combat in the confines of the research facility housed within the final geodesic dome of the Ark.

Before you fall back completely inside however, make an effort to repulse the Strogg before they even get inside the Ark. If you quickly deploy AVTs at the entrance to the Ark, you can prevent the Strogg from zipping inside with a Hog or on Icarus, and down any incautious Desecrator or Tormentor that gets too close.

Meanwhile, set up troops just inside the first BioDome, using the plantlife up on the terraces around the center of the dome. A few Soldiers armed with GMPGs and Medics accompanying them can cause some serious damage to Strogg infantry that make their way inside on foot.

Engineers, after dropping turrets outside to delay the Strogg, should quickly run inside and mine both the entrances to the facility, and the Strogg's forward spawn point. Keeping them away from their forward spawn as long as possible is the intent of this holding action.

While you should keep a few Engineers and Medics near the BioScanner just in case an Aggressor or two manages to sneak by, the rest of the GDF forces should try to hold off the Strogg outside as long as possible.

CQB

The tight confines of the halls here favor Shotguns, and explosives are quite effective, but they are dangerous to use while defending the BioScanner room itself, so you may want to stick to mostly ballistic weaponry.

If you do take a Shotgun, try to accompany another GDF troop armed with an Assault Rifle or a GPMG—even a glancing hit can allow the rapid-fire weapons to finish off a damaged Strogg, before you get whacked due to the reload time on the Shotgun.

Once it becomes clear that the Strogg have secured their spawn point, fall back to the BioScanner facility and set up defenses inside. Again, Engineers should litter mines liberally all throughout the hallways. Proximity mines at head level around corners, and tripmines in narrow halls can slow down the Strogg advance, and provide early warning of their attack.

Speaking of early warning, Covert Ops are very important, both for providing radar coverage, and for taking disguises and sneaking back out to recapture the Strogg spawn point.

While it is difficult to fully push the Strogg back out once they claim their spawn for the first time, it isn't impossible, and at the least, recapturing the spawn results in a significant delay as the Strogg return from the islet spawn point.

If the Strogg do lose their spawn point, but some are still inside fighting with the GDF defenders, have a fallen GDF member backspawn to the exterior GDF base and pick up the Anansi. Fly over and trash all the vehicles at the islet, then patiently wait for the Strogg to respawn outside. A cleansing bath of air to ground munitions should remove their stench nicely.

Inside, Soldiers and Medics are vital for defending the BioScanner, along with a few Engineers nearby who can disarm any planted charges.

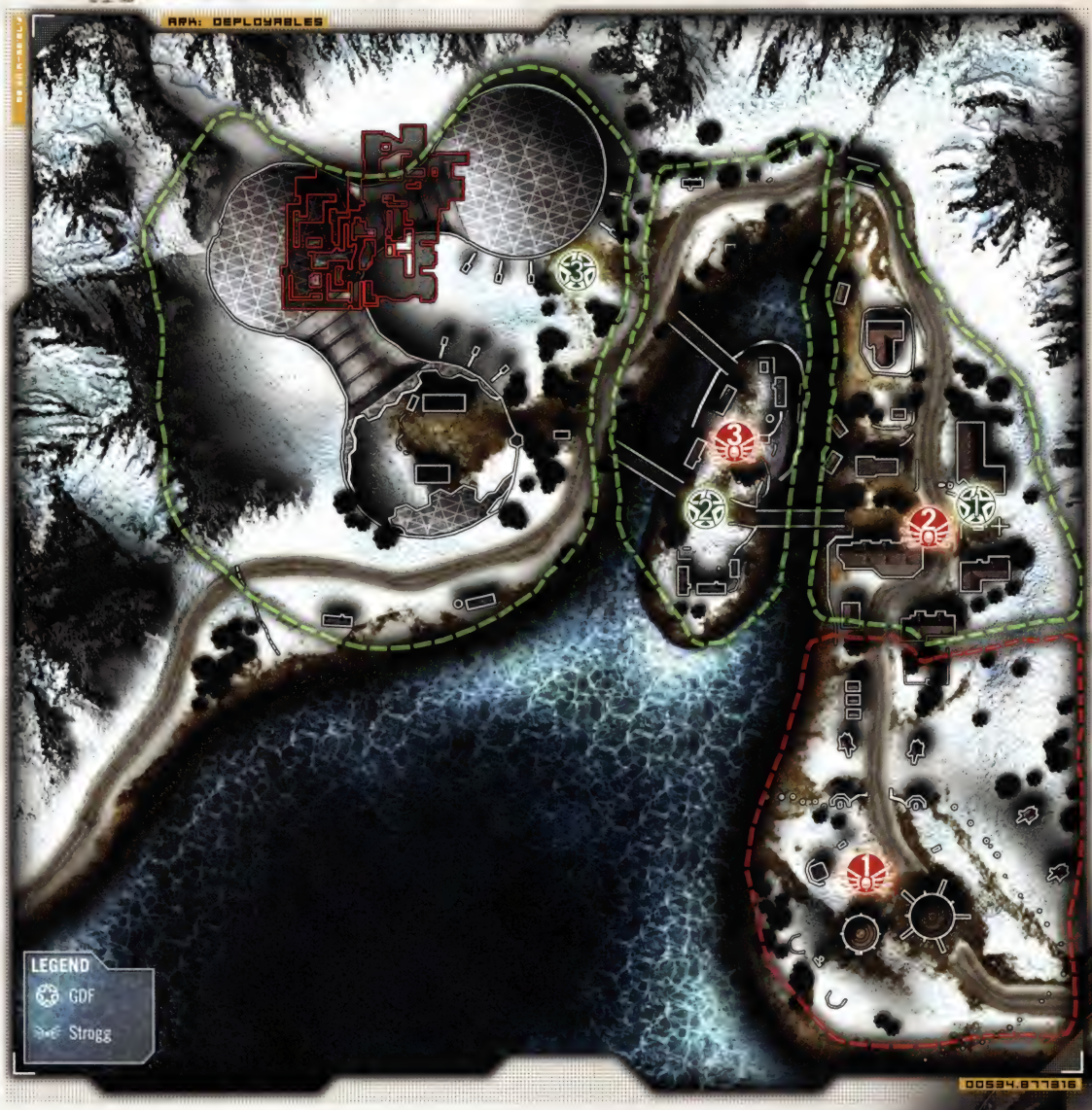
Be careful not to over-commit forces inside the BioScanner room itself. There's too much danger of losing a full spawn of GDF troops to a single Strogg push (not to mention that it allows them to continuously assault the BioScanner with impunity).

Push back against the Strogg advance as hard as possible, leaving just a few troops inside the room to catch Strogg that slip through. The more Strogg you can tie up, damage, or kill in the hallways, the better.

Setting up a few fire points with GPMG-armed Soldiers and Medics tucked away behind them can stop a Strogg advance cold, just watch out for Obliterator and grenade fire, both of which are almost impossible to avoid in the cramped confines of the lab tunnels.

Hold out for the time remaining on the clock, and this mission ends in a victory for the forces of Earth. Soon you too can apply for hideous mechanical implants!

DEPLOYABLE MAP



STROGG

Area 1

As soon as the mission begins, Oppressors should get artillery dropped into place. Bombardment of the Generator can quickly remove any turrets placed by Engineers rushing the Objective.

Consider setting up a Plasma Mortar to deal with the GDF's Titans and Anansi as well, establishing vehicle superiority can make both Objectives significantly easier.

At least one Infiltrator should get a PSI-Radar set up, properly positioned it can cover most of the eastern battlefield, handy for spotting GDF hiding out in cover.

Area 2

Once the Generator has been destroyed, the area around it can be used for deployables. Artillery from the main base can still be used against the islet targets just as easily as fresh batteries planted here, but you can also wish to set up some AVTs. You're going to have plenty of Constructors for the Objective anyway, and a few lucky shots against an incautious Anansi can tip the air battle in favor of the Strogg forces.

Area 3

The BioScanner inside the Ark is of course immune to artillery strikes, and turrets aren't likely to be needed. The only deployable your team should worry about is having an active PSI-Radar.

Still, make a point of dropping turrets if you do bring in any Constructors, you never know when the fight outside the Ark itself might benefit from a few stray shots, and it doesn't take any time away from focusing on the Objective.

GDF

Area 1

Keeping deployables standing in this war zone is far from easy. Expect them to go down constantly under heavy fire, artillery and Violator strikes, and of course, vehicles.

Despite that, it's still worth dropping down AVTs, though you may have better luck deploying them a bit back from the Generator, and defending the Generator directly with your own vehicles and infantry. APTs near the Generator provide protection against Aggressors planting their charges, but they also tend to go down brutally fast.

Area 2

Deployables on the islet around the Mining Laser drop zone usually suffer the same fate as those around the Generator (worse, since the Strogg now have access to two Tormentors).

In spite of the heavy vehicle threat from the Strogg forces, it is still important to deploy AVTs to prevent their heavy armor from running roughshod over your defenders. You may want to use AVTs to suppress their vehicles at least partially, and rely on infantry to defend the Mining Laser.

Area 3

The final gateway to the Ark isn't a fantastic defensible position, but it's still worth dropping a few turrets before retreating inside. A few Engineers should be on duty for disarming and mining inside anyway, and a couple of turrets can slow down the Strogg's attempt at taking the forward spawn inside the BioDome.

ROUTE MAP

1. Destroy the Jamming Generator

Taking the hills around to the east side of the Generator gives you a good vantage point for firing down at any GDF defenders in the area. You may want to take the Cyclops around to this side, although be aware that while you have a good line of sight, the same is true for GDF troops, and the Cyclops isn't exactly the most maneuverable of monstrous armored death machines.

The straight path up the road to the Generator is the most direct route to reach it quickly, but other than an initial Hog rush, you should avoid going exactly through the street between the buildings, instead, break to the east or west, and use the buildings for cover to approach the Generator—unless you want to eat a Titan shell coming around the corner.

Using the Icarus, hop onto the buildings around the Generator and use the height to take down any visible GDF forces.

2. Construct the Mining Laser

Taking the water route to zip up the stairs set into the side of the islet brings you up behind some of the sparse cover near the Mining Laser. You can often use this to slip past GDF involved in fighting off Strogg coming across the bridge to the south.

The northern path is a bit out of the way, but you can occasionally blindside the GDF defenders by coming up behind them. For one thing, you may occasionally run into a situation where troops to the west of the islet are causing serious problems for Constructors, and you can reach them from this path. Generally it's only worth taking this road in the Hog, otherwise it takes a bit too long to travel.

The main bridge to the islet from the east is the fastest way to reach the Mining Laser, but it is also the approach most likely to be heavily covered by the GDF. If their vehicle support is shut down with Tormentors in advance, the GDF aren't going to have much to stop your other heavy ground vehicles, unless they have a ridiculous over-abundance of AVTs and rocket-armed Soldiers.

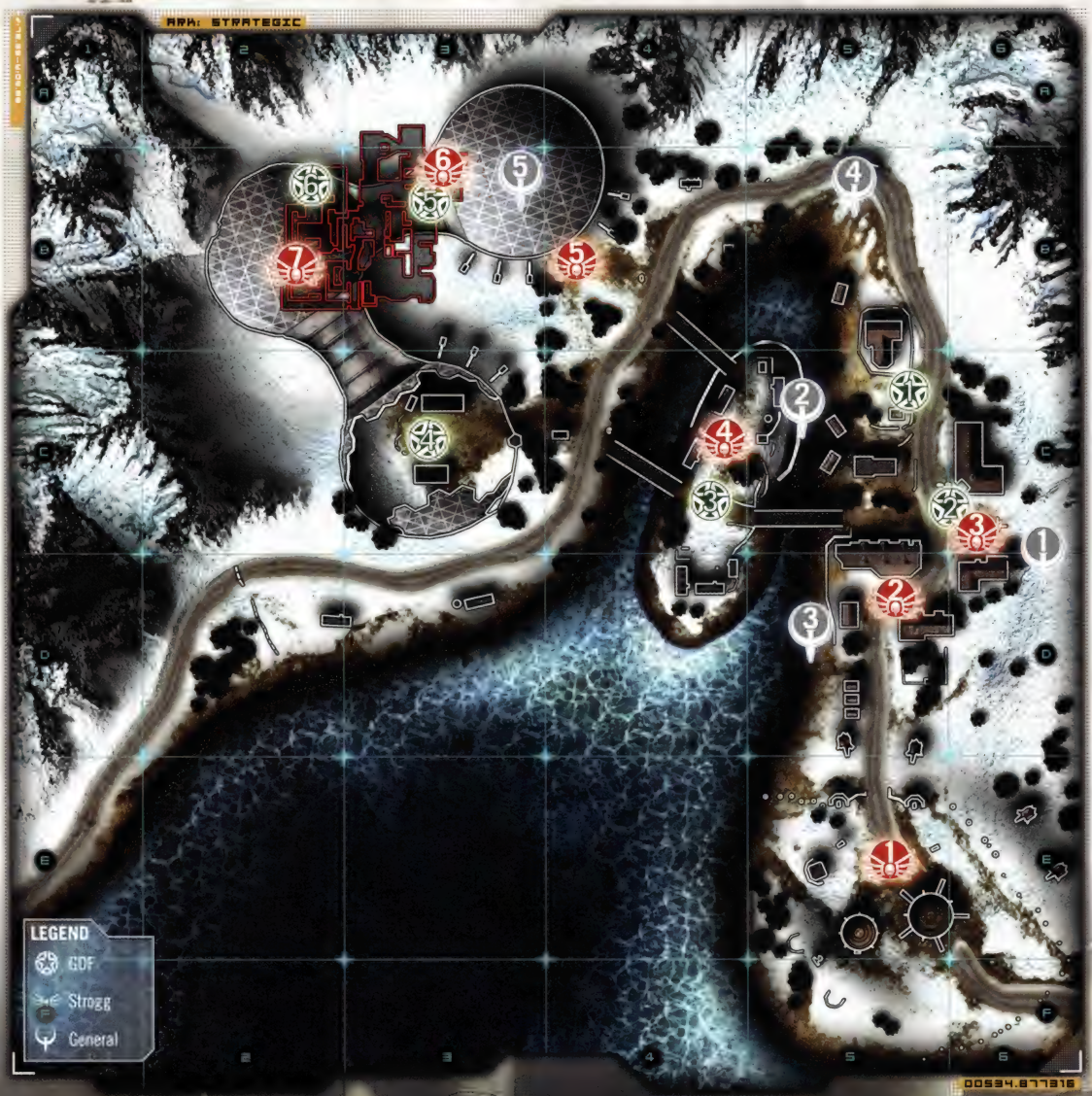
3. Destroy the BioScanner

There isn't much finesse in sneaking into the BioDome. Short of taking the rear access route (the Mining Laser drilled a hole straight through the front and back of the frontal geodesic dome), there's only one path into the interior of the Ark facility, and more importantly, the forward spawn point, which should be captured as quickly as possible after the Mining Laser is constructed.

The northern route through the facility emerges into the lab where the BioScanner is located fairly close to the GDF spawn. As a result, expect flanking attacks from the north while you approach the lab.

The southern route through the facility can take you through several different tunnels, but they ultimately end up in the BioScanner room, just as the northern blue route does. Hitting the room at the same time as an attack from the other direction can be critical in eliminating the GDF presence in the room long enough to get a Plasma Charge planted.

STRATEGIC MAP



STROGG

Strogg 1

The Strogg main base has a pleasant array of devastating weaponry to choose from. Make use of all the vehicles present in the starting Strogg spawn point to assault the Generator.

Strogg 2

The small village buildings around the Jamming Generator make ideal concealment and cover for attacking GDF troops and vehicles near the Generator. You can also use the Icarus to reach the tops of the buildings, a perfect place for dropping a few Obliterator shots or sniping some GDF in the distance.

Strogg 3

The Jamming Generator is the target of the first phase of the mission, and must be destroyed by an Aggressor's Plasma Charge to permit the deployment of a Mining Laser.

The area around the Generator is partially shielded by a small stone wall, but it is still easy to attack from multiple angles. Use the generator itself as cover while planting a charge.

Strogg 4

The Mining Laser is dropped onto the central islet facing the Ark doors. It must be built by a Constructor before it can blast open an entrance in the BioDome. The area around the Mining Laser is likely to become a serious vehicle battleground, but if the GDF set up significant AVT defenses, try to take them down with artillery or a Violator beacon so you can take advantage of your vehicle advantage.

Strogg 5

The frontal entrance to the BioDome is one of two possible entry routes once the Mining Laser has been deployed—but the other is the hole blasted by the laser at the back of the dome, which isn't much more accessible. Expect at least some resistance from the GDF before you can get inside and secure the forward spawn point. You may want to send one trooper around behind to get in with a Tormentor or Icarus to secure the spawn point.

Strogg 6

The Biodome Entrance spawn point is critical for assaulting the BioScanner, once it has been captured, you can being the attack on the final Objective in force.

Strogg 7

The BioScanner must be destroyed with an Aggressor's Plasma Charge to end this mission in a victory for the Strogg military. The chamber containing the BioScanner is quite close to the GDF spawn point, so it usually needs to be cleared and then defended to protect a planted charge, although if multiple charges get set simultaneously, they may go off before GDF Engineers can disarm all of them in time. Tackle the BioScanner room from multiple directions simultaneously to strain the GDF defenses, and you can often break through long enough to get charges armed.

GDF

GDF 1

The initial GDF spawn point by the church has a few Huskies for transport, and the very important Trojan and Titan. Be careful with the Titan, ideally an Engineer should drive it, and keep it at a distance to avoid being taken down easily by the Strogg's superior numbers of combat vehicles and Aggressors.

GDF 2

The area around the Generator should be covered with turrets, and, Strogg fire permitting, mines as well. Make use of the building to the north of the Generator as cover—planting a Soldier and a Medic on the upper floor can take down a lot of Strogg troops, just watch out for grenades and rocket fire.

GDF 3

The islet around the Mining Laser is very open terrain, and while the water restricts the Strogg approach routes somewhat, it is still difficult to cover the island completely. Get APTs up to screen the Mining Laser, and use Soldiers and AVTs to assist in the fight against the Strogg Tormentors.

GDF 4

The GDF main base for this mission is set inside the unfinished southern Biodome of the Ark. With a full complement of GDF vehicles, backspawn here and bring forward the Titan and Anansi during the first Objective.

GDF 5

The front of the interior facility within the Ark is a good defensive position, even if the Strogg have managed to hold on to their forward spawn, stopping or delaying them in the halls takes some pressure off the BioScanner defenders. Make an effort to recapture the forward spawn as many times as possible, the time lost in transit for the Strogg adds up quickly.

GDF 6

The GDF spawn point is reasonably close to the BioScanner room, making it fairly easy to rush back to the room if the defenders are routed, possibly with enough time for Engineers to disarm any armed Plasma Charges. Be careful about attacking from the same direction, one Obliterator shot or lucky grenade could wipe out several GDF troops at once.

GENERAL

General 1

The eastern hillside near the Generator is a great vantage point for troops from either side; whichever side maintains control of it has a better chance of controlling the Generator area.

General 2

The eastern stairs leading up to the small central island can be used by Strogg troops to get into range of the Mining Laser, and should be defended by the GDF. A mine or two nearby can prevent Strogg from reaching the Mining Laser unimpeded.

General 3

The western side of the village near the water is an easy way for GDF or Strogg troops to sneak around the usual intense conflict near the Generator itself. GDF can send a few troops around this way to take down Strogg as they spawn at their base, and Strogg troops can go around this side to hit the GDF from the west or even northwest, closer to their spawn point.

General 4

This northern route is generally untravelled, but the Strogg can use it to reach the Mining Laser, so GDF should watch for occasional threats from this area.

General 5

The Biodome contains a much warmer environment than the snowy exterior terrain, and has vegetation from more temperate climes filling the outer edges of the dome. This out of place greenery can be used as cover by the GDF to take down encroaching Strogg forces. Strogg troops moving in to the dome from either entrance should watch for GDF troops covering the entrance.

Lake district, england

The GDF have forced a Strogg ship to crash into an abandoned Quarry deep in the English countryside. GDF forces must defend the wooded wilderness area against the Strogg attackers seeking to destroy the ship before GDF scientists can investigate it.

The woody hills surrounding the deep Quarry area in the southeast of the map provide ready cover for infantry, and real difficulty for vehicles moving in the area. Some old dirt trails wind their way through the rugged terrain, creating a few usable routes between the two forces.

NORTHERN EUROPE

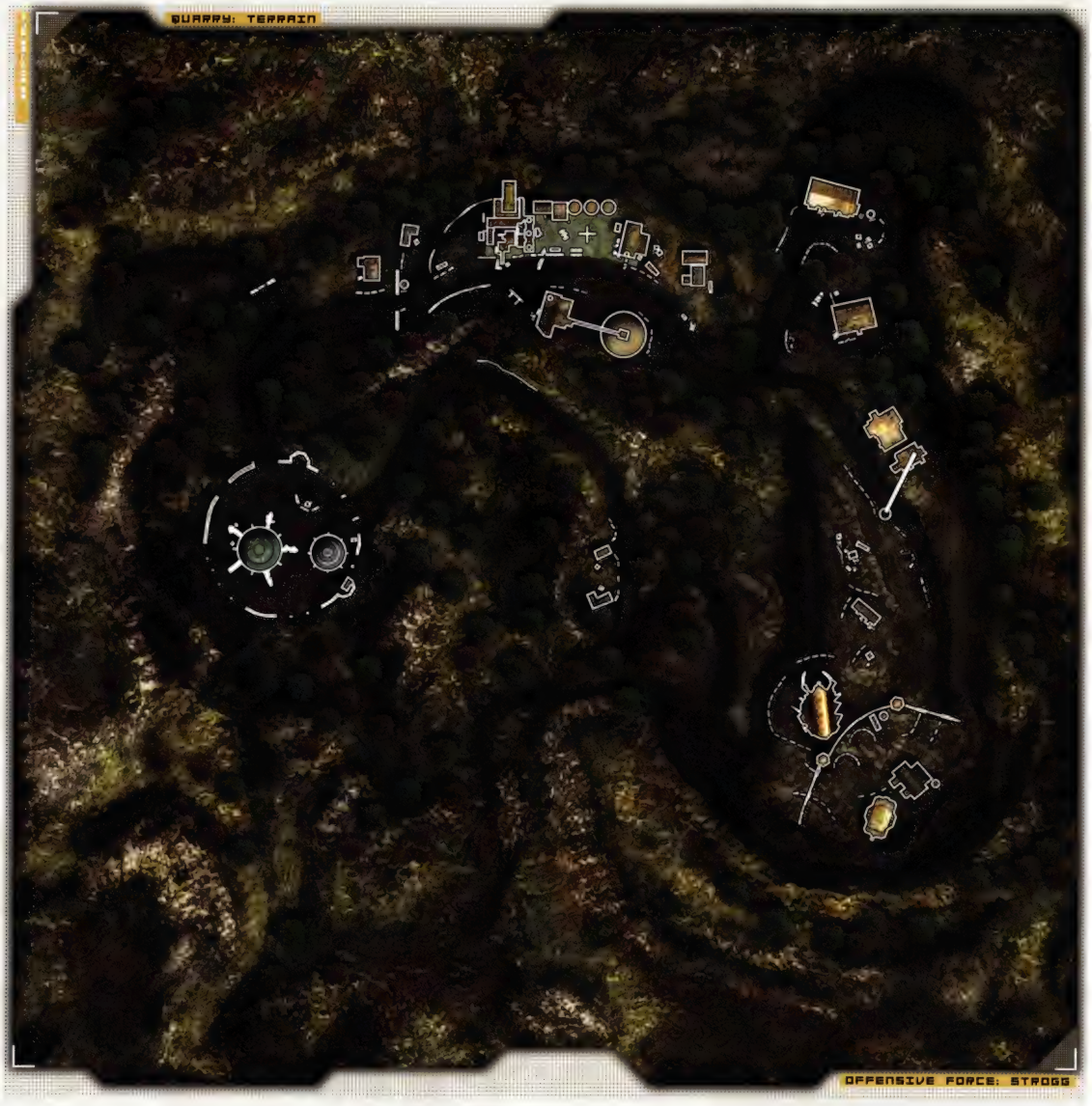
QUARRY

The GDF have managed to down one of the Strogg's larger ships, causing it to crash land in an abandoned Quarry. The ship's self-destruct unit failed to activate, and if the GDF can secure the landing site before the Strogg manage to reactivate the self-destruct sequence, Earth's defenders may learn the secrets of deep space travel—a precursor to fighting back against the Strogg on their own turf.

As the Strogg, it is vital that the ship not fall into the hands of the GDF, for precisely the same reason. The humans are currently earthbound, and the technology contained on the crashed ship is years ahead of their own.

This map contains only two Objectives: a simple Destroy target and a Deliver Objective. However, the second is split into three parts; three power modules must be delivered to the ship's self-destruct unit to power it up and blow the ship to pieces.

TERRAIN MAP

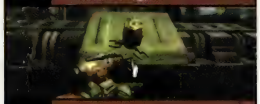


QUARRY

QUARRY DATA
OFFENSIVE FORCE: STROGG

Primary Objectives

1. Destroy the GDF Jamming Generator with an Aggressor's Plasma Charge



2. Deliver three power modules to the crashed ship's self-destruct unit

Secondary Objectives

1. Capture the Railyard Spawn Point near the generator to secure additional terrain and new vehicles

Notes: The Railyard Spawn Point can only be captured before destroying the Generator

Defensive Objectives (Engineer)

1. Construct the Quarry Guard Tower

Notes: The Guard Tower can only be built after the generator is destroyed.

VEHICLES

IN BASE

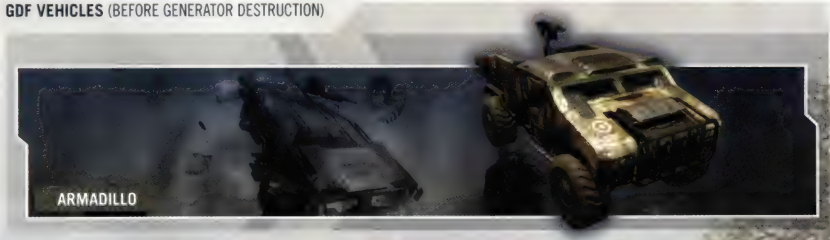
STROGG VEHICLES

GDF VEHICLES

AT RAILYARD SPAWN POINT

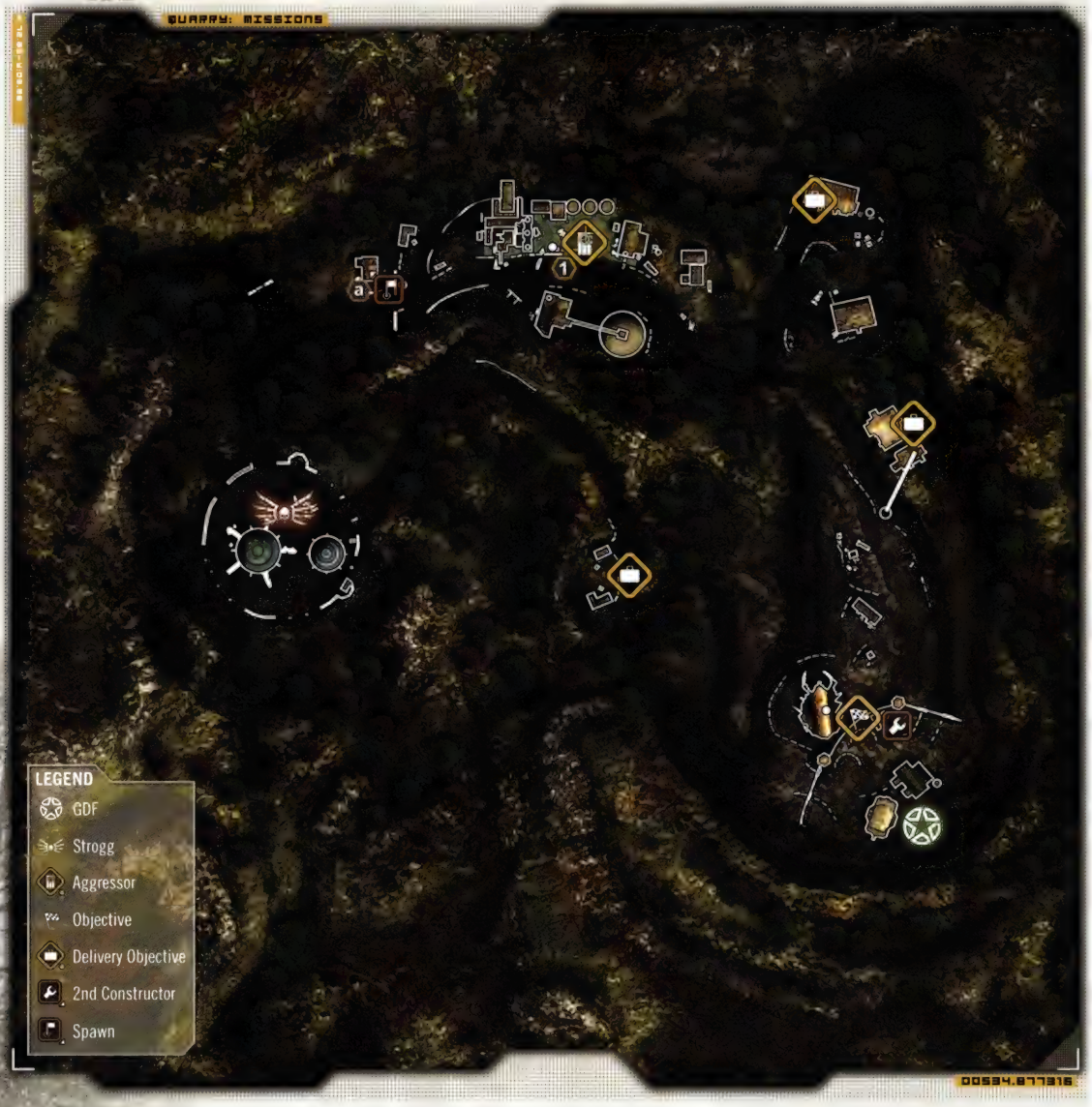
AROUND GDF JAMMING GENERATOR

GDF VEHICLES (BEFORE GENERATOR DESTRUCTION)



STROGG VEHICLES (AFTER GENERATOR DESTRUCTION)

MISSION MAP



OBJECTIVE OVERVIEW

1. DESTROY THE GDF JAMMING GENERATOR

OFFENSE

Located just up the hill and slightly down the road in an abandoned section of the Quarry buildings, the GDF Jamming Generator is preventing orbital drops from landing in the area. It must be destroyed before Energy Cells for the ship's self-destruct unit can be dropped into the immediate area.

Destroying the Generator requires the skills of an Aggressor, ideally defended by at least one other Aggressor or Technician. Multiple charges planted simultaneously can make it difficult or impossible for the GDF to disarm the charges before they blow, even if your offensive force is eliminated.

Make an attempt to rush the Generator *immediately* as the map starts. Don't waste any time going for the Railyard spawn point, instead, hop in the lone Hog at the base spawn and rush for the Generator. If the GDF are distracted by placing deployables and getting into position, you may have a shot at planting a charge in the first minute of the match, particularly if your teammates follow up with a double strike from Tormentors.

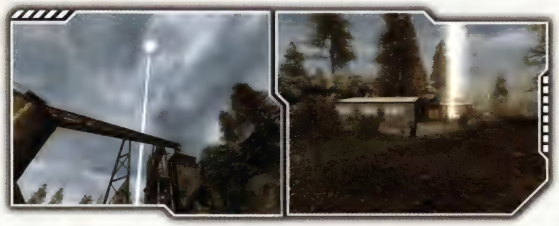
Taking down the Generator in the first push puts your team in an excellent position to win. There should be a good chunk of time left for the second and final Objective.

If, however, the GDF manage to repel your initial assault, you need to secure the Railyard Spawn, and begin a siege to break their defenses.

An early Oppressor strike can keep their infantry suppressed long enough to plant charges, assuming they don't get up an AAT quickly. If the GDF have numerous Engineers present, and there are multiple defensive turrets behind the Generator, try a Dark Matter Cannon strike to clear them all, then attack the Generator immediately after the blast wave clears out the turrets (and any unfortunate infantry in the area).

If neither a quick rush nor an early artillery barrage from your home base, you need to take down the Generator with a more conventional infantry push, backed up by your available vehicles.

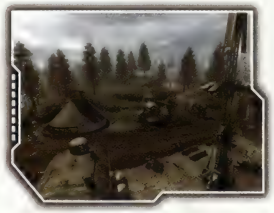
Your offense has a significant advantage: two nearby Tormentors. They're perfect for some heavy air power, but you lack either Desecrator or Cyclops support. The two available Hogs are apt to be targeted and destroyed quickly if you attempt to use them for light fire support. Abuse the presence of the Tormentors by hovering at a distance from the Generator and saturating the area with firepower, eliminating turrets and infantry to cover your Aggressor's approach.



The multiple Icarus at your home base and the Railyard should deal with enemy deployables from atop the nearby buildings by raining Stroybombs on the defenders below. AVTs and Rocket Launcher-armed Soldiers present a threat. Approach from behind cover and use a decoy to ward off a lone homing rocket before getting under cover after a short hop. Don't spend too much time hopping around in an Icarus unless you're specifically taking out a deployable. It's best to use the Icarus to get into position swiftly and then ditch it. Fighting alert infantry with Stroybombs is time consuming, and not especially effective.

Use Stroybombs to clear out any mines planted on or near the Generator, but watch out for crafty Engineers. They often mine approach routes to the Generator rather than on the Generator itself.

Multiple Aggressors work well when pushing in with a ground force. Obliterators are handy and the close quarters fighting favors the Lightning Pistol.



A Technician is great support for Stroyent drops. However, the Generator is close to the GDF spawn point and located in open terrain; your odds of restoring fallen troops are bad, and making use of Spawn Hosts is even more difficult.

Infiltrators are somewhat less useful. The cramped terrain allows defenders to spot any attempt at hacking their turrets, and those doing so are quickly dispatched. There are no spawn points to recapture, so get in the hills to the south or north of the Generator and snipe defending infantry. Find the right spot and clear line of sight to their spawn point in the building behind the Generator while shooting any roaming defenders in the area.

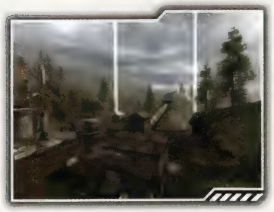
INFILTRATOR & ICARUS

One nasty tactic is to have an Infiltrator use an Icarus (or their teleporter) to get way up into the hills north of the Generator. Sniping from this vantage point is fantastic. Even if they see the trail from your Railgun, it's going to require a dedicated effort to root them out.

An Oppressor can periodically drop artillery and Violator strikes to clear out deployables. Using the Tactical Shield to screen either Hogs moving into battle or Aggressors planting charges on the Generator is a second asset. Drop Shields just past or behind the Generator screens fire from the GDF side; this forces them to move into close range with your other infantry forces. Not doing so puts them at risk of allowing an Aggressor to plant a charge on the west side of the Generator. If the teams are especially large, multiple Oppressors may be useful. The small space around the Generator guarantees a target rich environment. Ensure that your strikes won't cause friendly casualties. Target the east of the Generator, closer to the GDF spawn point.

A Constructor is not especially useful for claiming this Objective. There are no secondary Construct Objectives, and the only location defendable with a turret is the Railyard. If the GDF are ultra-aggressive about reclaiming the spawn point, you might consider dropping an APT and some mines around the building, but odds are that another class may be better suited to this Objective. With no Desecrator or Cyclops, there aren't many vehicle repair needs, and artillery can be placed in the base if the Railyard spawn is contested.

Clearing the Generator Objective quickly provides the Strogg offense an advantage during the second half of the mission. The ship can be hard for the GDF to defend for a long duration. A single Dark Matter strike, followed by a well-timed Icarus or Tormentor grav drop into the self-destruct unit is difficult to stop.



Don't despair if you do lose some time on the Generator. If the GDF defend it well, it can be harder to complete than the second Objective. It is possible to clear the second Objective even if half (or a bit more) time has passed with the first Objective.

1. DEFEND THE JAMMING GENERATOR

DEFENSE

Holding the Generator for any extended period of time requires surviving an early rush before dealing with several constant threats: artillery barrages, nagging Icarus bombing runs, and two Tormentors. These can ruin your defenses.

Nullifying the artillery (one defended AAT) and the Icarus and Tormentor assault (one or two AVTs and possibly a Soldier or two with Rocket Launchers) leaves only the Generator itself to defend.

Multiple Engineers and Medics are a must. A single full-spawn wipe can spell the end of the defense. An APT can't cover the west side of the Generator, and a single explosion can clear out any mines covering that side. Having several Engineers usually allows one to stay alive to disarm any planted charges; a squad of Medics boosts the overall health level of your team and grants your infantry more durability—much longer than a single spawn.

Medics performing especially well help repel an infantry push. If this occurs, counter-push to the Railyard pawn and reclaim it, gaining valuable seconds for the defense as the Strogg must reclaim the Railyard Spawn, or waste even more time traveling from their base to the Generator.

Provided the defensive situation stabilizes, consider backspawning to the main GDF base at the south of the Quarry to bring up the Anansi or the Titan. Parking a Titan just south of the Generator or in the hills to the south of the Generator hurts the Strogg's chances. The Engineers near the Generator provide ready repair options. The hills provide line of sight to the Railyard and this can provide a chance to take out all the Icarus and the Hog along with any Strogg moving across the Railyard.

Bringing up the Anansi may prove to be a necessity if the Strogg are making heavy use of Tormentors. AVTs and Soldiers might hold them off, but dedicated and skilled Tormentor pilots can pick off or avoid AVTs, and a single Soldier is not a guarantee of a downed Tormentor if the pilot is quick on the flares. Adding Anansi support may be necessary if your defense is cracking or breaking due to Tormentor suppression.

Fighting near the Generator is often at close quarters with a fair amount of cover. Don't fight against Strogg on the rooftops. The terrain and their Icarus provide too much of an advantage. It is likely that the Strogg will attempt to engage from elevated positions. Get under cover and take them out when they push for the Generator, or pre-empt their offense by taking the high ground and engaging them on even terms.

The efficiency of your team's kill rate should be higher than a one for one trade with the Strogg, but turrets and mines stay can even out the odds. If your turrets are continuously being taken out, figure out what is causing the loss and eliminate the problem. The most likely candidates are vehicle assaults or artillery strikes.

Soldiers are useful on defense since their extra health and access to the Rocket Launcher are a boon against heavy Strogg vehicles. Be sure to have Supply Crates around to refill their ammunition.

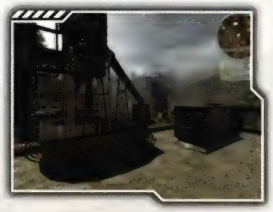
A single, well-positioned Covert Ops is an asset while sniping Strogg on rooftops and those at the Railyard. Obtaining a disguise should be easy since there are likely to be Strogg bodies around the Generator; use it to repeatedly retake the Railyard spawn point. That is a real thorn in their side. Be careful with your behavior while in disguise. Do more than just camping the spawn point. Consider "joining" the attack on the Generator after the spawn point is retaken. This should delay their team's realization of your activities.

On the other hand, if you constantly backstab while disguised, and they often spot you running *west* from the Generator, expect to eat bullets in the face. Drop radar somewhere near the Generator; the radar coverage can be a real boon for your whole team.

A Field Ops is not especially useful on defense here. The only significant stationary target is the Railyard and this doesn't bring too much to the team outside of tying down the Icarus and Hog.

Using an artillery strike on the open ground between the Railyard and the Generator buildings should catch some freshly spawned Strogg, while rocket artillery is there if the Tormentors turn into too much of a threat. If your Medics are doing well, providing ammo for your teammates might also be useful during the Generator defense. But, in general, the other classes are likely to be more useful during this Objective.

The longer you hold the Generator, the better your odds are of stopping the Strogg assault completely. The ship is difficult to hold for the bulk of a match if you lose the Generator in the first few minutes.



2. TAKE THE ENERGY CELLS TO THE CRASHED SHIP

OFFENSE

Destroying the Jamming Generator allows orbital drops of Energy Cells for the self-destruct unit on the ship to occur—and the path is clear to destroy the ship. Unfortunately, the GDF's last line of defense is immediately behind the ship, so cleansing the area of all human presence is necessary to successfully activate the unit.

Delivering the Cells is as simple as touching one to pick it up, then touching the self-destruct unit inside the ship. Only one Cell can be carried at a time, and you can't carry one while disguised. Picking one up removes the disguise, and you can't get a new disguise while holding a Cell.

Anyone can deliver the Energy Cells, though an Aggressor's extra health or a Technician's Stroyent come in handy.

There are three Energy Cells dropped in from orbit a short time after the Jamming Generator is destroyed. Get into position before they drop to remove any GDF resistance (just don't get squished by the incoming Cell).

Another option is to immediately rush the ship and take out any defenders. If the GDF Engineers are dropped before they set up turrets, and the Anansi are downed as they take off, your first runs with the Cells have a greatly increased chance of success.

The Cells are located to the west, east, and a bit north of the Quarry itself. The ship is located at the bottom of the Quarry to the south. To deliver a cell, you only need to touch the self-destruct unit inside the ship—it's only a few feet inside. Even if you die a split second after touching it, delivering a Cell can still be successful. An Aggressor can frequently survive even a mine explosion and live long enough to deliver the Cell.

An Infiltrator camped up in the hills to the west of the Quarry can be a real menace to the GDF defenders in it. A skilled Covert Ops sniper suppressing your infantry may also need to be dealt with. Constant Flyer Drones sent down from the hills to detonate near turrets and infantry around the ship, or even inside the ship to remove mines, is a great bonus.

The GDF are likely to establish significant defenses around the ship itself. Eliminate those defenses from a distance with your heavy firepower (both Tormentors, the Cyclops, a bombardment, and Obliterator fire), or find a hole in the defenses and sneak into the ship. The best place do sneak in is usually from just to the southwest or southeast of the ship, approaching from an angle behind the line of turrets' firing arc.

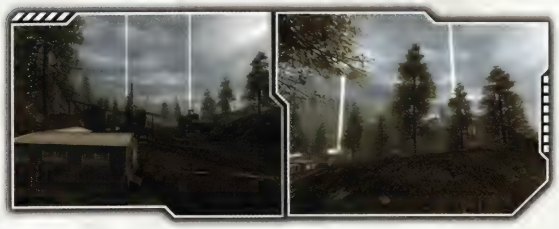
If the GDF set up heavy defenses, plant the Cyclops, move into range of their ship deployables, and unload a hail of fire. Similarly, suppressing their Anansi defenses and then bombarding the defenders and their base vehicles with Tormentors can leave a clear route for Cell runners to reach the ship.

Regular bombardment of the ship area is also useful, either using the Rail Howitzer to suppress infantry defense and disable turrets, or an occasional Dark Matter strike to completely clear out all fixed defenses. If the GDF pilots are out-flying your Tormentors, it may be necessary to place a Plasma Mortar to deal with their Anansi. You can't have your Cell runners and Generator spawn under constant aerial attack.

Listen for the beeping of mines when grabbing a Cell. The GDF don't always defend the Cells directly, but anxious Strogg can die on a mine near a Cell. It's embarrassing and easily avoidable. Occasionally, you may also run into an undefended turret—an easy target.

Once you have a Cell, take a look at the situation around the ship and determine your best route of attack. There are typically several options:

- Approach on foot (risky)
- Use a Hog to get close and bail out
- Grav-drop from a Tormentor
- Dive in with an Icarus



ICARUS TRICK

Use an Icarus to sneak past multiple APTs and fly right into the ship. The Icarus fits inside the ship and APTs won't fire on an Icarus. Once inside, hop out and deliver the Cell.

Utilizing a grav drop from a Tormentor can be surprisingly effective. A single Strogg falling from high altitude at high speed is not usually what the defenders are expecting. Get some forward momentum towards the ship, eject from the Tormentor, activate your grav-chute, and steer yourself towards the ship. Done right, you can land near - or in - the ship, moving towards it at high speed; you won't suffer any falling damage.

The defense tends to stiffen once two of the three Cells are delivered. They know exactly where you're going and where the third Cell is coming from. Mix up your attack routes if this occurs by picking up the Cell, then deviating from a straight path to the ship. Come from different directions.

When all three Cells are delivered to the self-destruct unit, the ship is blown to bits, sabotaging the GDF's attempts to learn the secrets of space travel.

2. DEFEND THE CRASHED SHIP

DEFENSE

Fall back to your final defensive position at the GDF home base once the Strogg destroy the Jamming Generator and hold the crashed ship for the remainder of the allotted time. It is critical that you set up turret defenses around the ship quickly and mine around the ship entrance.

Make extensive use of the heavy vehicles to defend the ship. The Titan can block off the entrance to the ship directly, or move north along any of the three roads around the Quarry: west, east, or right up the center. Parking the Titan near one of the Cells can prove to be a nasty surprise for a lone Strogg coming in on an Icarus or Hog.

Bring the Titan over to the Strogg spawn point to destroy their vehicles and shoot their fresh spawns once their spawn invulnerability wears off. You are likely to draw fire from Obliterators and Tormentors coming from their main base if you do this, but the diversion at this point is worth it. It keeps them from focusing on the main Objective.

The two Anansi in the base are also vital for defense. If the Strogg are aggressive about using their Tormentors, use the Anansi to hold parity, if not overwhelm, their air force. If you lose air superiority, your fixed ground defenses are going to be pounded from range, unable to retaliate against the agile Tormentors. If you are having a lot of difficulty against their Tormentor pilots, request some Rocket Launcher assistance from a Soldier or two. A Tormentor flare can dodge your LAW before it reloads, but it can't dodge a LAW followed up by a guided rocket shot.

Make use of the fast vehicles (Armadillos and Huskies) in the base to quickly reach the Cell locations. Plant mines, or simply set up shop under cover near the Cell. When a Strogg victim approaches, open fire. A Soldier armed with a Rocket Launcher works well for this, as the Strogg frequently approach in an Icarus or Hog. You can also do some damage as a Medic, taking them out when they emerge from their vehicle, then using your own medpacks to restore your health to full before the next Strogg comes along.

A defensive Covert Ops sniper in your base can be an irritating threat to the Strogg offense, as you have almost perfect cover behind the GDF base barricades, as well as a clear line of sight up the Quarry bottom, and towards the north and east Cells. The western Cell is concealed by the terrain and foliage, but you can still listen for the voice warning when the Strogg pick up the west Cell, then scan the woods for an emerging Cell carrier. Establish a radar location to help the ship defenders spot incoming infantry.

Engineers are key, and Soldiers are very useful for ship defense. Medics are somewhat less important—their health boost is handy, but because the Strogg attacks tend to be a lone Cell carrier, there usually aren't large infantry firefights in the vicinity of the ship. At a minimum, dropping a Supply Crate in the base can help fill ammo for all freshly spawned GDF. A crate dropped near the ship can also help direct ship defenders, though with the amount of fire the ship area receives, it must be replaced frequently.

BODY BLOCKING

A player-intensive tactic, but one that can stop a Cell delivery if all else fails, is to physically block the entrance to the ship.

Several players standing shoulder to shoulder can delay a Cell delivery long enough to kill the offending deliveryman.

Just be aware that not only does this tie up several defenders, it renders them exceptionally vulnerable to a single explosive attack.

A single Field Ops can be handy, if only to bombard the vehicles around the Strogg Generator spawn. Without access to their fast transports, the Strogg offense must walk all the way to each Cell, and then walk all the way to the ship, exposed the entire way.

You can get a feel for how the defense is holding by how much fire the ship area is taking, and how many turrets are still standing. If the area is being saturated by artillery fire, shelled from a distance by an entrenched Cyclops, and all of your deployables are down, the ship probably needs some direct infantry defense, and it is urgent that you down the vehicles or artillery that are destroying your defenses.

On the other hand, if your turrets and mines are all in place, and there are a few active infantry around the ship, take the fight to the Strogg, and make your way to the Cells, or their spawn point to delay them even further.

DEPLOYABLE MAP

STROGG

Area 1

Inside the Strogg base, there's no need to place turrets for defense against over-zealous GDF assaults, as the base's own defensive fire and shield generators handle that just fine.

However, you *can* place artillery to good effect inside the base. Positioned facing roughly east, it can lay down a barrage on both Objectives easily.

Savvy GDF Anansi pilots may come after your Tormentors in the base, but this threat is generally not worth placing an AVT in the base for, as they are apt to simply fire from out of range of the turret, or attack from out of its firing arc.

Area 2

The ground around the Railyard Spawn can be used to drop artillery closer to the Generator target, and if necessary, can hold an APT or AVT to help hold it against GDF assaults. Getting a radar up here is also an option, it can help the infantry pushes against the Generator.

Area 3

Once you gain the terrain around the destroyed Generator, set up artillery for close range bombardment of the ship, and possibly AVT and APT support to prevent GDF from getting close to the spawn and destroying or damaging your vehicles before they can be used.

GDF

Area 1

When it comes to placing deployables, there are only two primary spots that can cover the ground around the Generator, and both are just to the east of the Generator, to the north and south of the road. Neither position can cover the west side of the Generator, so it must be defended by infantry and mines.

Plant mines not just on the Generator, but also on the approaches leading to it; near the road, at the bottom of the ladder from the building to the west, and up on the hill to the north of the Generator, as well as behind the buildings to the north of the Generator. If you have multiple Engineers on your team, planting multiple mines on the generator itself is overkill—the explosion of one is likely to take out any others on the same side, so having no more than one mine per side of the generator (four at most) is probably sufficient.

You can place supply crates and radar closer to the GDF spawn, and they aren't likely to be attacked frequently, unless the Strogg Tormentors are left unchecked.

Area 2

Deployable placement around the ship is important for stopping incoming infantry and vehicles, but don't neglect turret placement around the actual Energy Cells. An APT or AVT near one of the cells can delay or kill incoming Strogg cell runners.

Mines should be placed around the entrance to the ship, with a few placed on the ramp leading up into the ship. Placing them inside around the self-destruct unit seems logical, but unfortunately, by the time their proximity fuse triggers, the energy cell being carried has likely already been delivered. Any mines you do place inside, put them on the sides at roughly head level to get the extra upper body damage, and hopefully a fatal explosion in one shot.

For turrets around the ship itself, you can place them up on the hill to the east, and tucked away behind the cliff to the west. Of the two, the east has better visibility, but the west is much better defended against long distance vehicle and Obliterator fire.

It is very likely that you will need an AAT near the ship, otherwise bombardment can clear out all of your turrets, nearby infantry, and likely destroy any mines placed near the entrance to the ship.

Your team needs to constantly refresh mines, and replace and repair damaged turrets, as any competent offensive team is going to be saturating them with fire from Tormentors, the Cyclops, long distance Obliterator shots, and occasionally some Stroybombs (or the even more rare suicidal Hog ramming rush).

ROUTE MAP

1. Destroy the GDF Jamming Generator.

The southern route into the Generator is only concealed if you move up into the hills and tree cover farther south of the road to the Generator—which is fine, except it is substantially more time consuming. If you go on foot, you aren't likely to be spotted, but it takes longer. If you use an Icarus, sharp eyed defenders will spot you, and taking a Hog is generally impractical due to terrain and time consumed.

However, taking this route and coming up from the south does give you a clear view of any enemy infantry, and all enemy deployables. You can then attack them from a distance, and relay the information to your team.

Note that following this route almost exactly takes you up into the hills and then back down again. A second option is to skip the detour and proceed directly along the road, hugging the buildings on the north side of it as closely as possible. This is a direct and expected route by the defenders, but it also has some reasonable concealment until you are in the immediate vicinity of the Generator.

The direct route over the buildings to the west of the Generator. You can climb up a ladder or fly up using an Icarus on the west side of the buildings, and then get to the Generator from any number of avenues once atop the buildings.

You also have an excellent vantage point to fire down on the defenders, if they aren't careful, they may be completely exposed to attack from above, and you can easily avoid turret fire if you get spotted by an APT or AVT on an Icarus.

Watch out for defenders already in place atop the buildings along this route, and listen for mines as you get closer.

The northern route takes you up a side road to an area above the Generator. From here, you can either move directly down at the Generator from the north, continue east to attack the GDF deployables from behind, or move slightly south onto the Red 1 route.

Near the end of the route, a short cliff drop overhang provides good line of sight to the Generator and any infantry or turrets in line to the southeast, but you are fairly exposed in this position.

If you do continue to the east and the GDF don't have any infantry watching the north side of the buildings, you should be able to get at their Supply Crates, radar, AATs, and attack their turrets from behind, possibly even moving into the building on the east side of the Generator to hassle the defenders and distract them from Aggressor's moving on the Generator.

2. Deliver the Power Cells to the crashed ship.

GETTING TO THE SHIP

Note that none of these routes touch the northern Cell, once you pick it up, you need to figure out how you're going to get down to the ship by roughly following one of these routes.

The western route to the ship touches the western Cell, but if you aren't picking that Cell up, you should consider cutting closer to the Quarry, while still remaining under cover of the trees on the hillside here.

This route has the significant advantage of heavy tree cover, and unless the GDF are sending infantry and vehicles up to the hilltop to defend the western Cell, you should be able to make an unmolested approach to the Quarry's western side. This also gives you a good vantage point for attacking deployables near the ship, and getting a feel for the defense present before making an attack run.

If you continue to the southernmost end of the route, you can get at the ship from the southwest, often behind any fixed defenses—just be careful, the GDF's main base has a western gate that opens up right onto the road at this location.

Consider taking the Cyclops up into the hills here. The added cover can shield you from GDF fire, and you can get into position to bombard the ship and the vehicles in their base, though it takes a bit longer to get into position compared with marching directly to the Quarry.

The direct route to the ship is generally only useful if you KNOW that the defenses around the ship have just taken a beating—say, both of your Tormentors bombarding all fixed defenses and killing all infantry, or an artillery strike that has just finished. Cruising in a Hog, you can reach the ship in seconds.

However, this route is suicide if there are defenders in place. You can make it somewhat more difficult for the defenders to paste you if you break from the center road down the Quarry and veer either west or east. To the west, there are a series of tiered cliff walls, several of which provide cover. The east is mostly clear, until you are about half way down the Quarry, where there are some structures that offer cover.

The eastern route goes past the eastern Energy Cell, and along a road up above the Quarry to the east. This gives a great view of the defenders around the ship, and several places to drop down and approach the ship.

Unfortunately, it's also along a road that the GDF occasionally travel with vehicles, so staying on this path for any extended length of time can be risky.

One tactic that can sometimes work is quickly driving a Hog down to the end of the road, then dropping down to the northeast of the ship. Similar to the end of the Blue 2 route, you end up behind turrets, and if the defenders around the ship didn't notice your approach due to the height of the eastern road above the Quarry, you may get the drop on them.

STRATEGIC MAP

GDF

GDF 1

The initial GDF spawn for the Generator defense is inside this small building. It is close to the Generator, with only a single building standing in the way to the west. Use the open ground around the spawn point to drop Supply Crates and get up a radar or AAT as needed.

GDF 2

The Generator must be defended with infantry to prevent the Strogg from destroying it. Keep a healthy number of Soldiers, Medics, and Engineers around this point at all times to avoid a single Aggressor from completing the Objective unopposed.

GDF 3

Keep an eye on the terrain behind the buildings to the north of the Generator here. A few Strogg sneaking around back here can destroy your deployables and hit your Generator defenders from behind while they are distracted by the usual offensive push from the west.

GDF 4

The GDF main base is the fallback spawn point once the Generator is destroyed. There are a lot of vehicles; use them to get to the Energy Cells and defend them. You can also drop down into the Quarry near the ship and set up fixed defenses quickly. The base is a solid location for a Covert Ops to set up radar and snipe, and to place artillery if you happen to be using Field Ops.

GDF 5

The area directly around the ship is the most vital defensive position for the GDF, and it must be guarded by turrets, mines, infantry, and vehicles as well. Ensure that your team has several players pushing against the Strogg offense, defending the Cell locations and assaulting their spawn point around the Generator. If you pile too many bodies around the ship, you run the risk of losing your entire force to a single Dark Matter blast.

GDF 6

The few buildings and the constructible Guard Tower here provide some cover for infantry—yours or the Strogg. The Guard Tower can be used to suppress approaching Strogg infantry, but its limited line of sight renders it useless against infantry that approach the ship from the far southwest or southeast.

STROGG

Strogg 1

The Strogg home base is home to a very important vehicle resource, two Tormentors. Used well, these can assist in cracking the GDF defense both at the Generator, and around the crashed ship. The Icarus and Hog present are generally only used during the assault on the Railyard Spawn and the Generator, but either can be used during the second stage of the mission if all of the vehicles around the Generator are lost. Take the eastern road out of the base to reach the western Energy Cell.

Strogg 2

The Railyard Spawn point is a key offensive location during the first Objective. It is important that you claim it quickly for your team, and defend it if the GDF are intent on retaking it.

Strogg 3

The Generator is the first mission target for your offense, destroying it requires the use of an Aggressor's Plasma Charge.

Strogg 4

The western Cell is dropped into the yard near these buildings. You can reach it quickly by Icarus or Hog from the Generator spawn, and it is also just up the road from the main Strogg base. The terrain around the western Cell is favorable for the Strogg offense, as it is concealed from view of any GDF defenders near the ship or back at their home base. Moving out from this point to the east or south is relatively safer than approaching the Quarry directly or from the eastern side.

Strogg 5

The northern Energy Cell is dropped into this building from orbit, crashing through the roof and landing in the garage space. It is accessible both from the front and the back, but because of its distance from the GDF base, it is rarely defended directly by GDF forces, so you can usually simply run in the front to grab the Cell. Because of its location, the northern Cell can easily be taken towards the ship from any direction without the GDF having more than a general idea of where you are coming from. Take advantage of this fact, and choose your route to encounter the least resistance.

Strogg 6

The eastern Cell drops into this building on the northeast side of the Quarry. This location is somewhat exposed to GDF eyes, but it is high enough relative to the ship position that defenders down near the ship usually can't directly attack you while you move to pick up the Cell. Once you have secured the Cell, you can either head south along the road at the upper eastern edge of the Quarry, or head west and make an approach from a different angle.

Strogg 7

The destination for the Energy Cells, the wrecked ship's self-destruct unit is just inside the short hall that lies open, facing to the north. Running inside and touching the unit while carrying a Cell partially powers it up. Expect heavy defense around this point, with multiple turrets and mines littering the area. Ideally, you want to bombard this area with artillery, heavy vehicle fire, or at least, a few Stroybombs or Grenades to clear out any mines before you run in.

GENERAL

General 1

This building can be used while the GDF hold the Generator spawn as a decent Covert Ops sniping position. Make your way up to it by climbing the pipes from the west. As the Strogg on offense, you can use this building to get an elevated position to the south, with plenty of cover to duck behind once the defenders notice you.

General 2

These buildings make up the western barrier around the Generator. As the Strogg, you can use them for cover to pick off GDF defenders around the Generator before making an attempt to plant the Plasma Charge.

GDF defenders should make an effort to claim this building and hold it against the Strogg. If they can be stopped and damaged or killed while crossing the ground near the Railyard Spawn, their odds of actually getting near the Generator are greatly decreased. Because the Strogg have access to the Icarus, it is very easy for them to get up onto the building, while the GDF must used the ladders, or climb onto the buildings from the northern road, both taking more time.

General 3

These northern buildings screen the north side of the Generator, and can be a serious problem for the GDF if the Strogg use the Icarus (or some fancy jumping) to get atop them and rain down grenades, rockets, and shots down on the defenders.

General 4

The northern road ascends from the east and west to its highest point here. It is high enough to access the rooftops of the buildings at General Point 2. Making use of this road as the Strogg allows you to hit the defenders from the north, or even from behind.

As the GDF, it is important that you monitor this position and clear it regularly, to prevent any Strogg from making use of the high ground.

General 5

This hilltop overlooking the Generator is a limited area of interest—but it bears mentioning, because at this point, and similar points on the hills surrounding the outskirts of the mission area, the Strogg can plant an Infiltrator or an Aggressor armed with a Railgun or an Obliterator and rain destruction down on the GDF below. If this occurs, it is important that the GDF either utilize a counter-sniper Covert Ops, or bring in an Anansi to remove the annoyance.

General 6

This road just east of the Strogg main base and south of the Generator provides access to the western Energy Cell location, as well as the wooded hillside overlooking the western edge of the Quarry. It is an important travel route for the Strogg, and aggressive GDF players can find prey here during the second stage of the mission.

General 7

This hilltop has a good vantage point over the Generator, and is a prime location for Obliterator assaults, or Oppressor artillery sighting. For this reason, use the hill as the Strogg, and watch the hill as the GDF.

General 8

The western road around the Quarry goes up in a switchback style to the western Cell. GDF in vehicles can avoid driving back and forth on the road by going off-roading into the hills, particularly if you're driving north to attack the Strogg at their spawn point. The terrain is difficult for infantry, as the series of sharp drops guarantees that someone is going to be on the lower (and likely losing) section of the road.

General 9

The terraced rock walls of the Quarry have several ledges that can be used to approach the ship behind cover. Keep an eye on these ledges as GDF, you don't want an entrenched Strogg attacking your defenses and defenders with impunity. As the Strogg, make use of these ledges to get an overview of the defenders, and to attack them from an elevated and reasonably safe location.

General 10

The eastern edge of the Quarry is very unfavorable terrain for either side, as it is an awkward route to the ship for any Cell except the eastern most one, and is difficult to travel across as infantry. There is a short road that leads up the Quarry wall just south of this point, from the eastern Cell location at Strogg Point 6 down to the Quarry floor behind the Guard Tower. Keep an eye on this road as the GDF, and as the Strogg, you may be able to use it to bypass some of the turrets around the ship, depending on their facing.

General 11

This point at northernmost edge of the Quarry looks down over the Quarry pit to the south, and has a clear line of sight to both the ship and the GDF base behind it. There is also some limited cover here, which can be used by a planted Cyclops to conceal part of its body, or to hide Strogg infantry moving around this point. As a sort of crossroads between the north and east Cells, it tends to see a lot of Strogg traffic, and therefore makes an ideal location for GDF Anansi or Titan pilots to control, preferably with long range fire.

Lapland, Finland

The snow covered mountains and deep crevasses to the south provide a spectacular backdrop for the conflict in the mountain pass between the two armies.

The remnants of a Strogg base litter the center portion of the map and in the east, where the Strogg return to assault the GDF and recover their stolen technology, thick conifers provide some cover for this almost pure infantry battle between the two armies. The large GDF base on the west end of the map is the final target for the mission.

NORTHERN EUROPE

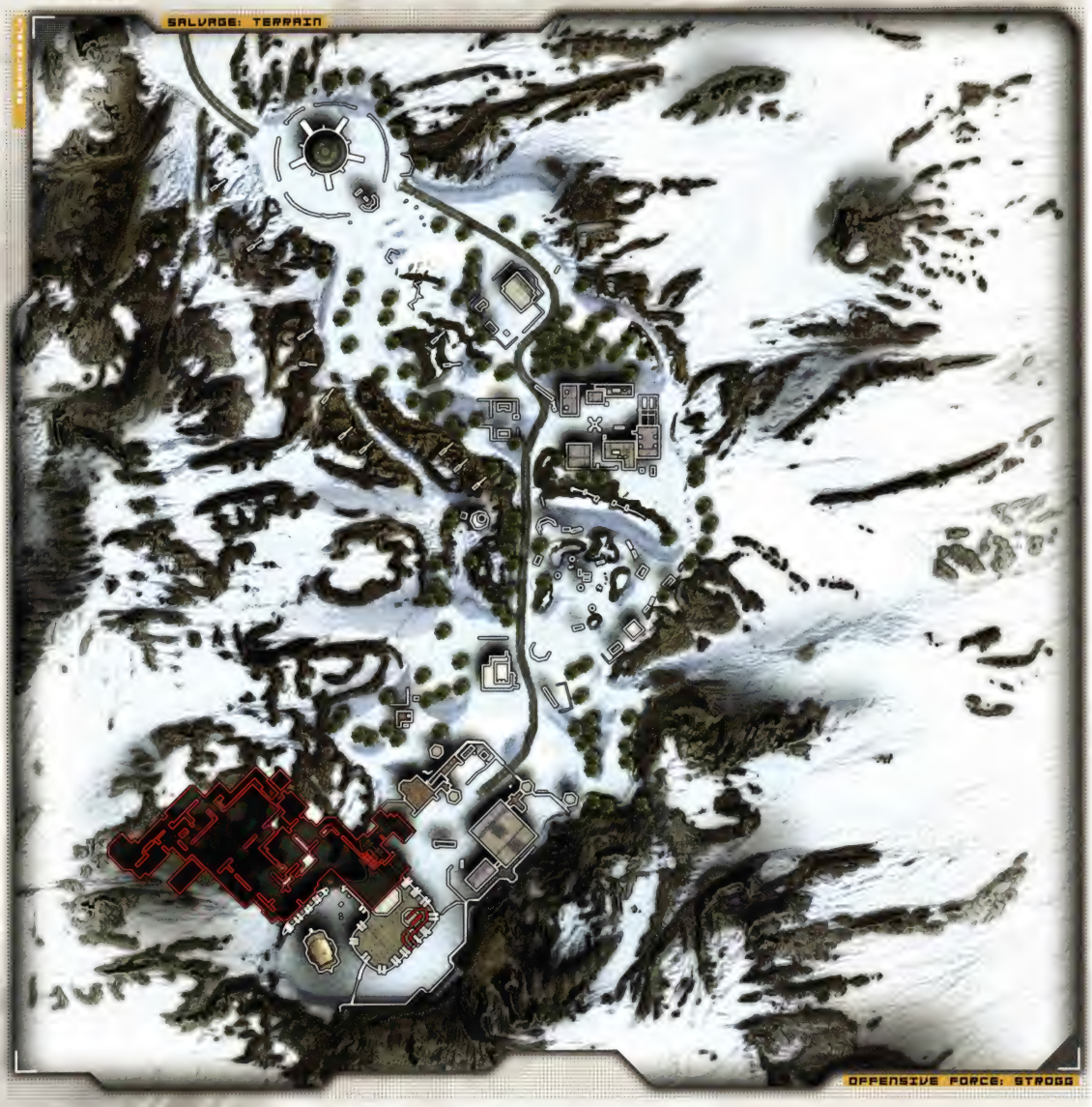
SALVAGE

The GDF managed to fight off a Strogg invasion force in the area, and now are salvaging Strogg equipment and transporting it via an underground military train network.

As a result of the GDF's earlier victory against the Strogg in the area, the Strogg must fight through their own defensive barricades during the second stage of the mission!

The Strogg forces must seize the GDF base, penetrate the facility, and destroy the Salvage before it can be transferred to GDF scientific facilities for reverse engineering.

TERRAIN MAP



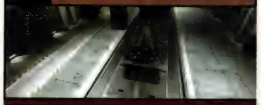
SALVAGE DATA
OFFENSIVE FORCE: STROGG

Primary Objectives

1. Destroy the Jamming Generator

2. Construct the Mining Laser

3. Destroy the Strogg Salvage



Secondary Objectives (All Classes)

1. Capture Research Hut Spawn Point (available until the Strogg destroy the Jamming Generator)
2. Capture Depot Yard Spawn Point (available after the Strogg construct the Mining Laser)

Secondary Objectives (Aggressor)

1. Destroy East GDF Base Pillbox Breach
2. Destroy West GDF Base Bunker

Secondary Objectives (Infiltrator)

1. Hack the Depot Yard Gates

Defensive Objectives (Constructor)

1. Construct the Depot Guard Tower

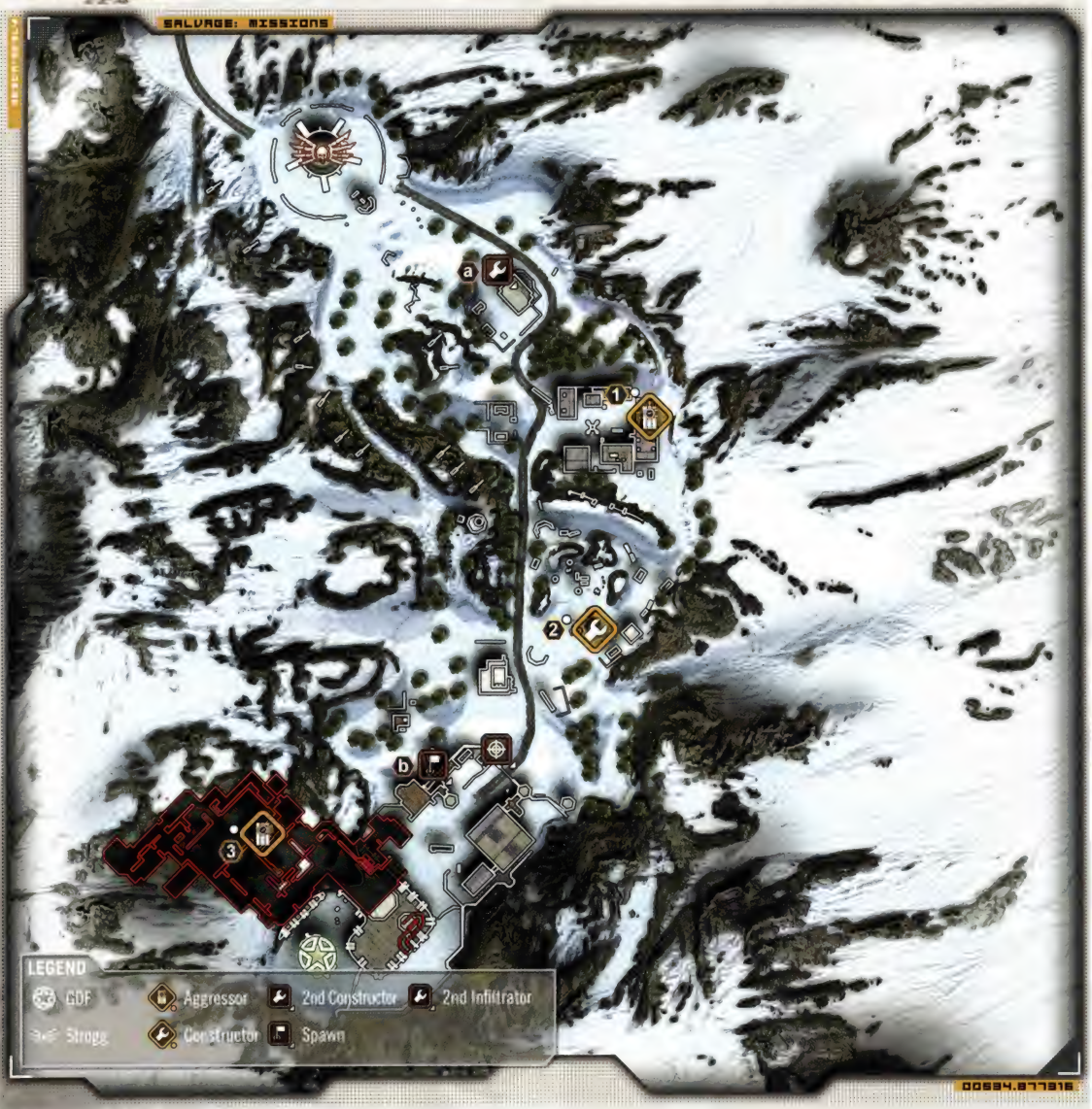
VEHICLES

SECURITY HUT

GDF VEHICLES (BEFORE MINING LASER CONSTRUCTED)

WEST BASE BUNKER

MISSION MAP



OBJECTIVE OVERVIEW

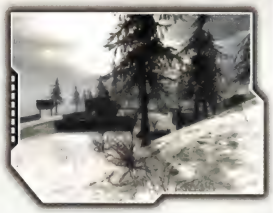
1. DESTROY THE JAMMING GENERATOR

OFFENSE

With no offensive vehicles available during this mission, this turns into a pure infantry battle. The GDF only have access to a few Huskies for rapid transit.

Since the first two Objectives take place outside, you can make use of Infiltrator sniping and Oppressor artillery strikes. Technicians may have a difficult time reviving, but distributing Stroyent is still very helpful.

Lots of Aggressors are needed for the assault on the Jamming Generator. Constructors aren't as useful as Aggressors during the initial assault, unless you need to secure the forward spawn point with mines.



The first order of business is capturing the Research Hut. With no transports in the main Strogg base, you'll want to avoid running back down the hill to reach the Generator spawn.

The Research Hut is located just down the slope from the main base. Grab it to begin the assault on the Generator.

The area around the Generator will likely be defended with APTs, so have the Oppressors call in an early artillery strike. Try doing it just before or after the first wave of Aggressors make their attempt. Whether or not the Aggressors succeed or fail, the barrage can either secure a detonation or clear out any turrets.

Even if the GDF manage to place an AAT, Violator orbital bombardment is highly effective against it. The narrow channel created by the buildings virtually guarantees disabling or destroying all GDF deployed units in the area.

Because the Generator is surrounded by buildings on three sides, only the west side is open for long-distance sniping (or artillery spotting, for that matter).

If you need cover, search out the buildings to the west of the Generator. The only problem with using the buildings for cover is that the Jamming tower blocks the line of sight to GDF troops. To clear out the GDF completely, you must enter the buildings and remove them the hard way.

INFILTRATOR SPAWN POINT COVERAGE

When using the Infiltrator's Teleporter (this applies just as much on defense as it does on offense), plant a Teleporter beacon in or near a spawn point you can capture. After doing so, teleport back when the spawn is lost or reclaimed.

This approach is applicable here. Simply drop a beacon near the Research Hut and at the end of the map, near the Depot Yard spawn point.

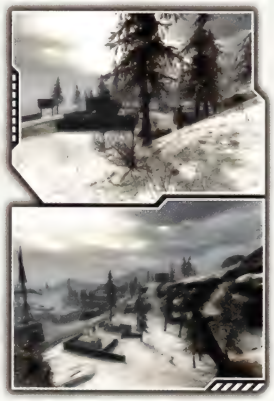
In addition, who's to say you can't teleport from a fight? Low on Shroyers or can't transfer anymore to regain health or ammo? Pop back to the spawn point and hook up with a respawning Technician before returning to the action.

Most of the buildings in the facility have ladders that lead to rooftops. Use the rooftops and the interiors of the building for cover.

Send troops around to the east and south of the buildings. Attacking the GDF from the rear can be quite effective, as most of their attention will be focused toward the Strogg spawn points.

Deploy a PSI-Radar near the depot area and learn which buildings the GDF are using for cover. Similarly, if you spot GDF radar, disable it immediately! Make sure the GDF are blind to the actions of your assault.

If the infantry battle over the Generator bogs down, send a few troops onto the cliffs overlooking the road from the GDF's spawn point. Killing them while they are en route to defend the Generator will give the Aggressors a little extra time to plan the charges.



After planting a charge (or multiple charges!), and the GDF fail to disarm them in time, the GDF's jamming screen will fall. When this occurs, it's time to drop a Mining Laser from orbit.

1. DEFEND THE JAMMING GENERATOR

DEFENSE

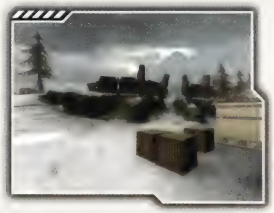
The Jamming Generator is located in a complex of buildings a short distance from the first frontline GDF spawn point. There are two Huskies available, so let your Engineers use them to place turrets and mines before the Strogg arrive.

Defending the Jamming Generator located in the depot is basically an infantry job, so bring along lots of Medics and Engineers. APTs make it very difficult for the Strogg to approach without disabling them first. Also, planting mines in the buildings around the Generator can inflict significant casualties on Strogg forces trying to sneak through them.

Make sure to place an AAT out of sight behind the buildings in the depot. You should do this to prevent a single Dark Matter blast from wiping out your entire defenses.

Soldiers with GPMGs provide great heavy infantry defense, while Covert Ops can grab a disguise to recapture the Strogg's forward spawn point over at the Research Hut. Constantly retaking the spawn point forces the Strogg to move from their main base. Unless they have someone switch to a Constructor to plant mines around it, they will waste a lot of time battling a lone Covert Ops soldier.

Covert Ops drop Supply Crates and Radar out of sight behind the southern buildings, and use them both to assist in the defense of the Generator.



The Strogg may attempt to use the buildings on the west side of the road as a place to snipe at GDF troops. If this occurs, send troops over to deal with them and then push back at the Strogg forces coming from their spawn point before they can reach the depot area.

Similarly, watch out for Oppressors or Infiltrators on the western hills. From this vantage point, they can use the height difference to snipe or spot artillery barrages. You don't want to lose troops on the way from the forward spawn; the Strogg have a shorter distance to travel if they hold the Research Hut.

If the Strogg break through the defenses around the Generator, the battle returns to the hilltop. This is where the Strogg's Mining Laser is deployed. You must prevent it from blasting open an entrance to the GDF main base.

2. CONSTRUCT THE MINING LASER

OFFENSE

With the Jamming Generator out of commission, a Mining Laser is dropped from orbit. The target of the laser is the main doors on the entrance to the GDF's train yard facility. To begin the final assault of the Salvage, the doors must be breached.

The Mining Laser is deployed a short distance to the south of the depot facility, up on a hill in an area that was previously held by Strogg. As a result, it is fortified with Strogg bunker shields and tank traps.

Oppressors are very useful during this stage of the mission, because even if the GDF get an AAT in the area, a Violator beacon can still inflict damage on any defenders in the area. A quick follow-up assault is usually enough to get the Mining Laser partially constructed.

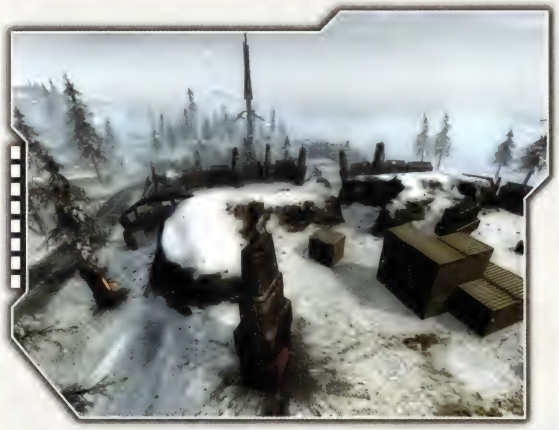
Oppressors can also make good use of their Tactical Shields once they deploy an artillery strike or Violator bombardment, placing them on the south side of the hill and around Constructors attempting to build the Mining Laser. The shields can intercept light GDF fire, forcing the GDF to move within range to eliminate any Constructors on the laser.

Constructors are vital for completing the Objective. Make sure they receive an escort and assistance from Infiltrators, Aggressors, and Technicians.

There is a hilltop building to the west of the Mining Laser hill that has an excellent vantage point for attacking the GDF on the hill. Artillery strikes are effective, long-range Hyperblaster fire can inflict serious casualties (or even disable turrets!), and sniping is quite effective.

Infiltrators are just as useful up close, as their EMP grenades can do double duty by disabling APTs and clearing out land mines in the area.

The difficult part about getting the laser built is the fact that the GDF spawn just down the hill to the south. Their spawn point is just about the same distance as the Strogg spawn from the depot after the Generator is removed.



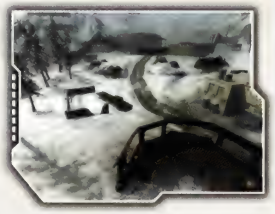
It is important to make the non-Constructor Strogg troops push hard against the GDF spawn. Killing multiple GDF troops before they can get close to the hilltop is usually all it takes to give a Constructor time to build the Mining Laser.

Once the Mining Laser is fully functional, it blasts open the doors protecting the GDF base from Strogg assault. The Salvage is now exposed to attack!

2. PREVENT THE CONSTRUCTION OF THE MINING LASER

DEFENSE

The destruction of the Jamming Generator has allowed the Strogg orbital fleet to drop a Mining Laser into place. If it is constructed, its powerful beam can slice through the hardened blast doors on the front of the GDF's main base, which conceals the underground railway with the Strogg Salvage.



Defending the Mining Laser for an extended period of time is critical. Holding the first Objective for a long period of time is difficult, but the terrain around the Mining Laser favors the defenders, thanks to the placement of the Strogg's own defensive structures.

Despite what appears to be an exposed position, there are only a few routes up to the top of the hill and the Mining Laser. On the north side, there are two narrow channels that are easily covered with just a single mine each.

On the east and west, there are broader slopes that can be used to reach the Mining Laser, but both are easy to cover with alert infantry.

Have the Engineers quickly deploy APTs on the hilltop covering the various approaches to the hill. Also, have at least one AAT a bit further back. You *really* don't want a Dark Matter blast detonating on the hilltop!

Plant a few mines on the Mining Laser, and refresh them if they are lost. Plant the remainder of them on the approach to the hilltop. At a minimum, settle for placing the mines on the ground.

Make sure you have plenty of Medics and Soldiers as part of the defending forces. The Medic's health boost and the Soldier's increased health will make it difficult for the Strogg to succeed. If they are denied artillery strikes, the only things to worry about are long-range sniping and Violator strikes.

Also, deploy Supply Crates near the hill so that defenders can periodically fall back and regain health if no Medics are available.

It's possible to avoid Violator bombardment, simply because the laser blast moves so slowly that troops in the line of fire can move out of the way. It's wise to quickly repair or replace deployed units after a successful Violator pass. Lastly, watch out for a Strogg assault immediately following a single or double Violator strike.

Having at least one Covert Ops present for radar coverage is very helpful. Use the Third Eye Camera as a makeshift mine on one side of the Mining Laser. Since the Strogg will likely have at least one Infiltrator on the slopes to the west of the Mining Laser, make sure you have a counter-sniper present.

Try to hold out on the Mining Laser as long as possible. The more time the Strogg waste getting the Laser built, the less time you must hold them off during the final Objective.

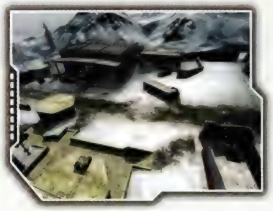
3. DESTROY THE SALVAGE

OFFENSE

The assault on the final Objective is a multi-step process. First, you must penetrate the GDF defenses before you can reach the train that holds the Strogg Salvage.

Although the Mining Laser blasted open an entrance through the main blast doors, you must still find a way to break through the perimeter wall surrounding the base.

There are three potential access potions: bunkers on the west and east side (West GDF Bunker Breach and East GDF Pillbox) and the front gate. Curiously, an Infiltrator can hack the front gate.



Although Engineers can disarm Plasma Charges planted on the breach points in the east and west, nothing can restore the front gate once it has been hacked.

It is only necessary to open one access route, because once the Depot Yard spawn point is seized, Strogg troops respawn inside the yard rather than out near the Mining Laser.

Immediately after the Mining Laser is constructed, have Infiltrators rush toward the GDF base. Have them use their Teleporters to clear the wall, capture the spawn point, and hack open the front gate. When executed properly, you may not have to send Aggressors forward to blow open the side entrances. Also, don't forget to set up PSI-Radar; it is extremely helpful during the final battle.

INFILTRATION

Infiltrators are surprisingly useful during a direct assault on the final Objective. Although Aggressors are needed to breach the base and destroy the final Objective, Infiltrators can Teleport inside the wall, hack the base gates, and capture the forward spawn.

However, there is still more Infiltrators can accomplish while inside. It is even possible to get into a small room overlooking the Salvage. This area has a clean line of sight to both sides of the railcars, as well as the bulk of the GDF defenders around the Salvage.

To reach it, find the room marked Strogg 11 on the Strategic Map. Inside, there is a small vent shaft that a Teleporter can just barely squeeze through.

Behind it is a room that no other class can reach. From there, climb up a ladder to the ductwork, then drop down into the room overlooking the Salvage.

After the Mining Laser is built, the GDF can no longer deploy turrets in the front yard outside the base. This means there is no need to worry about any deployable destruction—or any vehicles for that matter.

Once the forward spawn is claimed and the GDF have been pushed back into the base, the proper assault on the Salvage can begin. The last battle takes place inside the underground railway facility. This battle takes place inside, in contrast to the first two Objectives.

LOWER ACCESS

If the main breach point is heavily defended, there is a second entrance to use to get inside the facility. The small building just southwest of the forward spawn point has a ladder that leads down into a tunnel network connected to the base interior.

This route doesn't go any deeper into the base than the frontal route. However, if the GDF are focused on the front door, they may miss a few troops heading in through the tunnels.

The GDF have a very close spawn point to the Salvage, so it is extremely important to move in as an overwhelming group and strike simultaneously from all available attack routes.

Such attack routes are rather limited, though. Other than Infiltrators sneaking in, there is only one main hallway that leads into the room with the Salvage. There are, however, three different paths along the single hallway.

There are upper walkways on both sides that overlook the ground floor approach. Have your Strogg troops split up and attack from all three directions at once, with preference given to the upper paths on either side.

Bring along several Aggressors, as it only takes one Charge to blow up the Salvage. Have the Technicians follow along behind Strogg troops, but make sure they don't get exposed to fire.

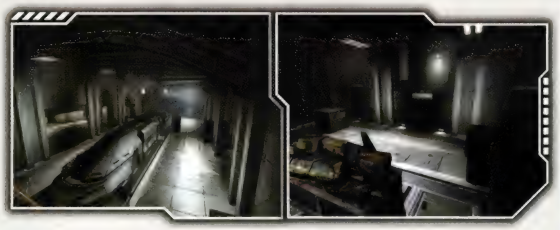
Oppressors aren't needed inside the facility, although their Tactical Shields make for useful cover in the wide hallway. Consider dropping them in a leapfrog pattern toward the train to nullify some of the small arms fire from GDF troops.

TRAIN HOPPING

You can jump onto the train from the upper western walkway around the main tunnel approach. You can do this to keep an elevated position to shoot at GDF below, or run to the back of the train where the Salvage is located.

If the GDF in the main tunnel are oblivious to your presence on the ledge, it's possible to run down the train and reach the Salvage unimpeded.

You can expect to have Plasma Charges disarmed repeatedly, as the GDF spawn only a short distance from the Salvage. If the area is cleared of GDF troops, take a vantage point that overlooks the Salvage. Succeed in planting a charge and the secrets of Strogg technology are safe—for now.



3. DEFEND THE SALVAGE

DEFENSE

IMPORTANT! GDF SPAWN LOCATION

The GDF spawn point for the final Objective takes place deep inside the GDF base, near the Salvage on the train.

This is great for defending the Salvage once the Strogg have penetrated the exterior base defenses. However, it is very poor for preventing the Strogg from breaking through those defenses in the first place.

When the Mining Laser is about finished, manually set your spawn points to the "GDF Base" spawn point, a secondary spawn location that is just behind the main entrance to the base.

From this spawn point, you can drop through a hole created by the Mining Laser. This puts you in position to reach the front yard and defend both breach points, the main gate, *and* recapture the Strogg's forward spawn point.

The only caveat is that enough GDF troops *must* be around the Salvage to defend it, even if the Strogg are being held outside. If just one Aggressor slips through, it can spell defeat.

The defense of the Salvage favors the GDF forces somewhat, as the final GDF spawn point is *very* close to the Salvage. However, before the defense of the Salvage begins, take advantage of the exterior base defenses and try to prevent the Strogg from breaking into the base in the first place.

By changing your spawn point to the "GDF Base" spawn, you can emerge to defend the breach points in the wall before Aggressors get in range to plant Plasma Charges.

The Strogg Infiltrators may hack the front gate, but you can take down Aggressors going for the breach points to the east and west. Even if they plant the Charges, an Engineer can hop down and disarm the charge, then run back in through the main gate.

Engineers can't drop turrets out in the yard, so plant mines on the breach points to slow down the Strogg. Drop mines at the Strogg forward spawn, in the halls leading from the breach points, then hop outside and plant a mine on the breach point.

Have the other classes protect the Guard Tower (an Engineer must build it first) and the walls and pillboxes that overlook the two breach points. It's very important to aggressively defend the outer base area for as long as possible. Infiltrators can teleport in but since they cannot damage the final Objective, the biggest danger is their ability to capture the spawn point.

If you're about to lose the yard, make sure that several soldiers fall back to defend the Salvage. Have a handful of troops (or possibly a lone Covert Ops) attempt to recapture the Strogg's yard spawn point, as the added delay can cripple the Strogg offense.

Inside the base, the defense is much more straightforward. There is one large tunnel that connects to the Salvage area, and the GDF rear spawn point is seconds away from the Salvage.

Use Medics and Soldiers to lock down the hallways leading to the Salvage. Engineers are also important for disarming Plasma Charges planted on the Salvage, in addition to planting mines.

Make sure the Medics stay out of sight. There is lots of cover inside, so Medics should have no trouble reviving fallen GDF troops.

There is no need for multiple Field Ops inside, but a lone Field Ops soldier can supply ammo to any Soldier or Medic defenders, as they cannot deploy a Supply Crate inside.

Covert Ops are very useful with their ability to provide radar coverage with a Third Eye camera. They can even snipe incoming Strogg down the long hallway and take a disguise to recapture the Strogg's forward spawn.

Defending the Salvage is largely a matter of balancing an interior and exterior defense. If you can push the Strogg back off their forward spawn and waste a good amount of time before they even breach the base defenses, you have a good chance of shutting down their offense completely.

DEPLOYABLE MAP

STROGG

Area 1

The first deployable area for the Strogg is limited, so use it to get artillery batteries in place. Shelling the Jamming Generator building complex is highly effective for disrupting the GDF defense.

A PSI-Radar is also useful, as the GDF can conceal themselves in any number of buildings or behind cover around the Generator.

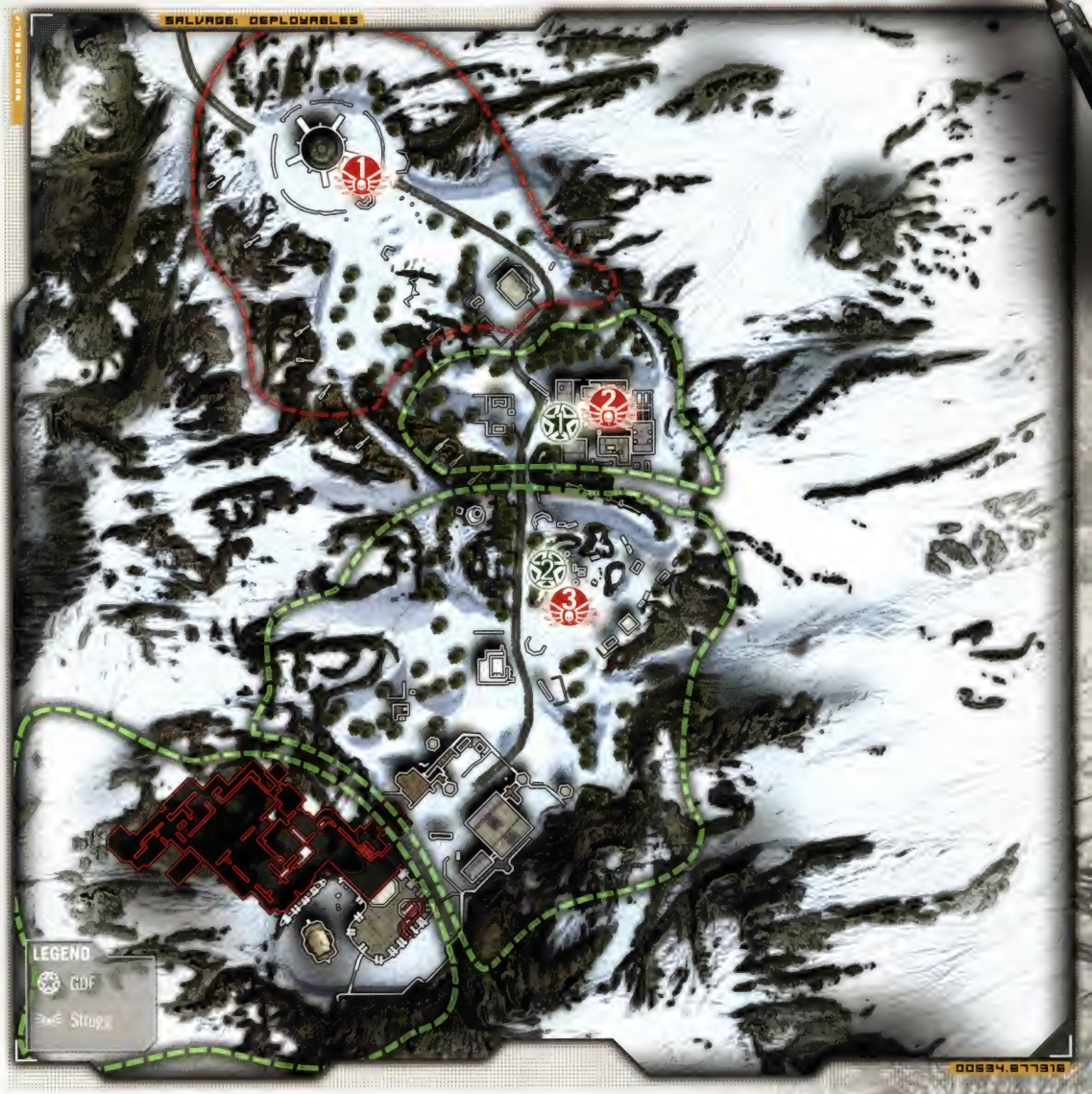
Area 2

After destroying the Generator, use the area around it for more deployed units. PSI-Radar is less critical here, although if Infiltrators are still active, it should be up and running.

Have the Artillery from the main base fire on the Mining Laser hilltop. You can even place new artillery pieces here; saturating the hilltop with bombardment is just as effective here as it was around the Generator.

Area 3

There is little need for artillery or turrets during the last Objective on the map. Get a PSI-Radar up with coverage of the railway complex; otherwise, the bulk of the fight takes place inside.



GDF

Area 1

With no vehicles for the Strogg on this map, APTs and AATs are the only types you need. Carefully position APTs around the Generator to make it difficult for the Strogg Aggressors to plant a Plasma Charge. Even a single AAT tucked away behind the buildings is enough to prevent artillery bombardment.

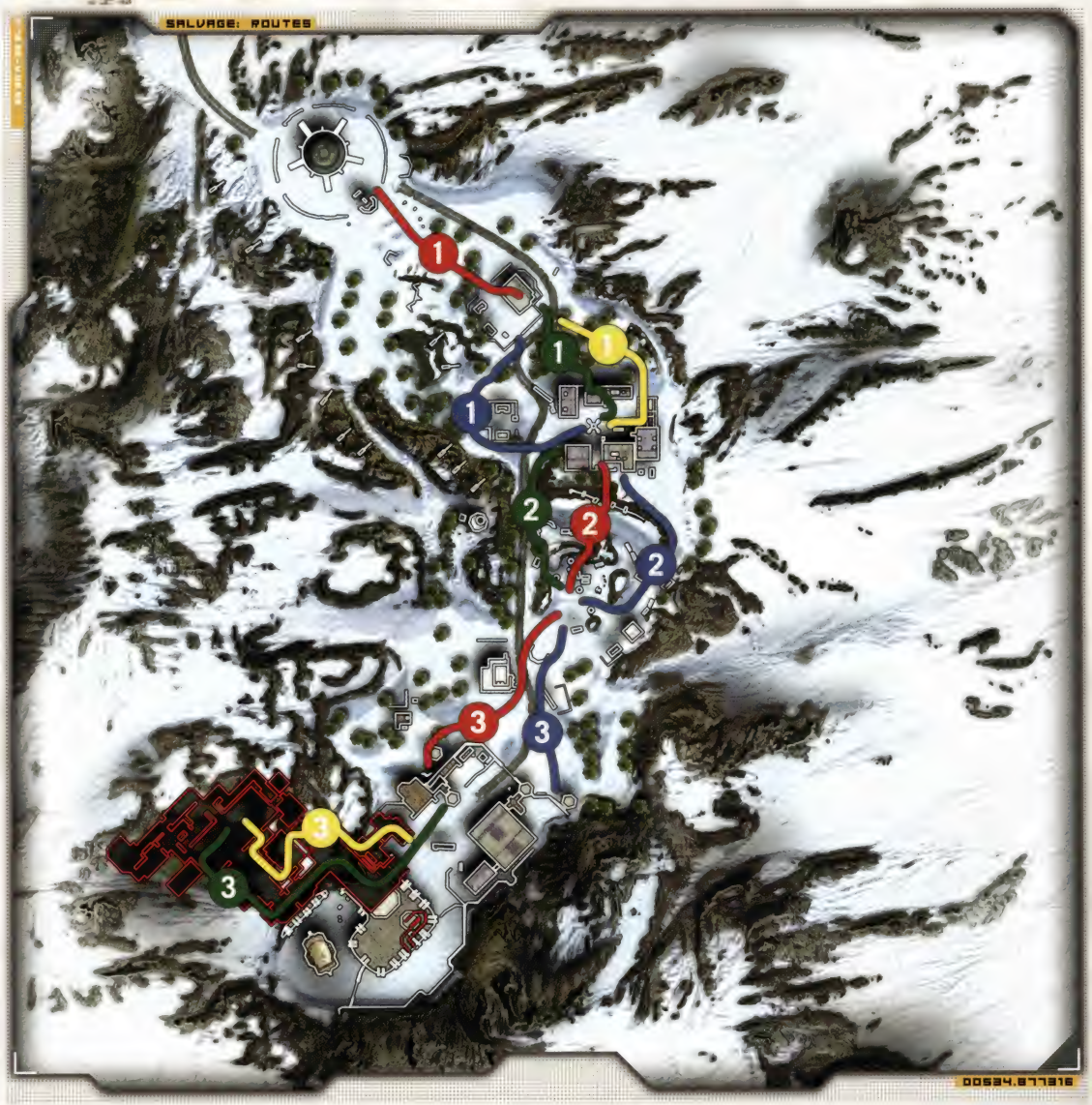
Watch out for Violator strikes on your deployed units. Be ready to repair or replace them on a regular basis, depending on how many Oppressors are active.

Place Radar right away. It is worthwhile to track down the Strogg's PSI-Radar if it is active. Disabling their radar can blind the Strogg for awhile if their Infiltrators don't replace it quickly.

Area 2

APTs are useful for defending the Objective. When properly placed, they can cover every approach to the hilltop and allow infantry defenders to cover any gaps in the defense. Get an AAT up as well. Violator bombardment remains an issue, but you can prevent the Strogg from blasting the hilltop with one artillery barrage.

ROUTE MAP



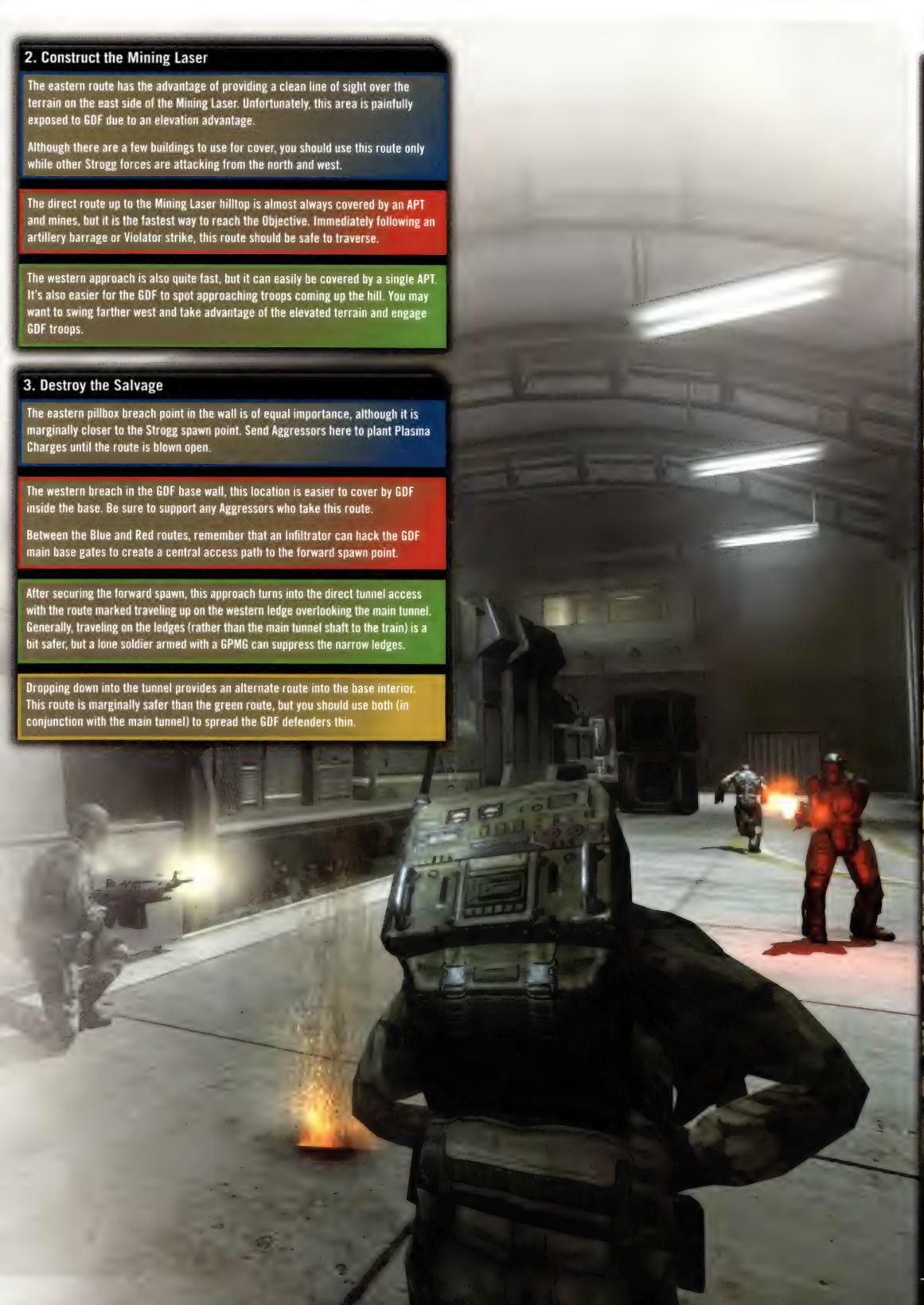
1. Destroy the Jamming Generator

The direct route down to the Research Hut Spawn, most of the Strogg should take this path but make sure one peels off to capture the spawn point.

This is the direct route into the buildings around the Generator; take advantage of the cover and concealment offered by the buildings. Use the rooftops and windows to shoot down at the GDF from a superior position. Don't rush the Generator unsupported, or you'll get cut down by your GDF counterparts in buildings on the south side of the Generator.

The western approach to the Generator has several buildings to use as cover. Depending on your class, you may want to set up shop inside the buildings to call in an artillery strike, or shoot at the GDF from a distance.

Utilize the eastern route to reach the Generator from another angle and attack the GDF from behind. Frequently, the GDF get distracted by threats approaching in a direct line from the Strogg forward spawn. You can exploit this by coming around the far east of the buildings and approaching from the southern side.



2. Construct the Mining Laser

The eastern route has the advantage of providing a clean line of sight over the terrain on the east side of the Mining Laser. Unfortunately, this area is painfully exposed to GDF due to an elevation advantage.

Although there are a few buildings to use for cover, you should use this route only while other Strogg forces are attacking from the north and west.

The direct route up to the Mining Laser hilltop is almost always covered by an APT and mines, but it is the fastest way to reach the Objective. Immediately following an artillery barrage or Violator strike, this route should be safe to traverse.

The western approach is also quite fast, but it can easily be covered by a single APT. It's also easier for the GDF to spot approaching troops coming up the hill. You may want to swing farther west and take advantage of the elevated terrain and engage GDF troops.

3. Destroy the Salvage

The eastern pillbox breach point in the wall is of equal importance, although it is marginally closer to the Strogg spawn point. Send Aggressors here to plant Plasma Charges until the route is blown open.

The western breach in the GDF base wall, this location is easier to cover by GDF inside the base. Be sure to support any Aggressors who take this route.

Between the Blue and Red routes, remember that an Infiltrator can hack the GDF main base gates to create a central access path to the forward spawn point.

After securing the forward spawn, this approach turns into the direct tunnel access with the route marked traveling up on the western ledge overlooking the main tunnel. Generally, traveling on the ledges (rather than the main tunnel shaft to the train) is a bit safer, but a lone soldier armed with a GPMG can suppress the narrow ledges.

Dropping down into the tunnel provides an alternate route into the base interior. This route is marginally safer than the green route, but you should use both (in conjunction with the main tunnel) to spread the GDF defenders thin.

STRATEGIC MAP

GENERAL

General 1

This hilltop building has excellent lines of sight during the first two Objectives. This area will likely be hotly contested by both sides as Infiltrators, Covert Ops, and Oppressors can make great use of it. Aggressors or Soldiers armed with anti-infantry heavy weaponry are also a serious threat from this area.

General 2

This tunnel provides rooftop access to the main GDF base. From here, a Covert Ops or GPMG-armed Soldier can cause some serious damage to Strogg troops coming in during the third Objective.

Even better, bring a Medic while the point man inflicts damage. Even if he is taken down, the Medic can usually dart out and revive him.

Of course, Strogg can sneak up here as well, and even drop behind the base to get in through the hole in the wall near the GDF's mobile base.

STROGG

Strogg 1

The Strogg lacks vehicle support. This renders the base as little more than an impressive looking initial spawn point for the Strogg forces.

Strogg 2

Take the Research Hut spawn point immediately and attempt to hold it for the duration of the assault on the Generator. Watch out for Covert Ops sneaking in to liberate it, as its close proximity to the Generator makes it a prime target for GDF recapture.

Strogg 3

These western buildings provide great cover while attacking the GDF troops around the Generator to the east.

Strogg 4

The area immediately around the Jamming Generator is surrounded by buildings. Saturate the area with artillery and Violator strikes to soften the GDF's deployed units, then move in for the destruction of the Generator when the coast is clear.

Strogg 5

The Mining Laser hilltop area is a surprisingly difficult Objective to reach. The narrow channels created by the Strogg barricades allow the GDF to cover most approaches with APTs. The funneling allows mines to be used very effectively despite the outdoor nature of the Objective.

As with the Generator, heavy bombardment is the key to removing GDF defenses long enough to complete the construction of the Mining Laser.

Strogg 6

You must blast open the Eastern Pillbox Breach with an Aggressor's Plasma Charge to clear one route into the GDF main base.

Strogg 7

The west GDF Base Bunker breach point is slightly more difficult to blast open with a Plasma Charge, but it is significantly closer to the forward spawn located inside the base yard.

Strogg 8

The Depot Yard spawn point is critical for maintaining constant pressure on the GDF defenders inside the base. Have Infiltrators sneak over the wall with Teleporters to capture it quickly. Infiltrators can also hack open the main base gates, providing a third route in for Strogg troops.

Strogg 9

This tunnel access shaft provides an alternate route for entering the main base. An alternate route may prove useful if the GDF put up fierce resistance around the main entrance.

Strogg 10

The blast doors destroyed by the Strogg Mining Laser, this is the normal route into the base. This area may be hotly contested by the GDF if they adjust their spawn location and move into position.

Strogg 11

Only Strogg Infiltrators can access this room. By teleporting inside this room, an Infiltrator can sneak into a room directly overlooking the Salvage from the northeast.

Strogg 12

The Strogg Salvage is loaded onto a car at the back of a train deep inside the GDF facility. It must be destroyed by an Aggressor's Plasma Charge.

It is very important to back up into cover and protect a charge once it has been planted. Also, try jumping onto the Salvage from the top of the train and planting a charge on the top of the Salvage. An Engineer rushing from the spawn may not realize its location until it is too late.

GDF

GDF 1

The area immediately around the Jamming Generator is a prime location for APTs and mines. Plant mines in the buildings on the Strogg side of the buildings as frequently as possible. Holding off the Strogg here is a difficult task. Make certain that an AAT is active, dodge Violator strikes as they come in, and recapture their forward spawn as often as possible.

GDF 2

This is the GDF spawn point during the first Objective. Let the Engineers take the Huskies here to reach the Generator and get deployed units and mines set up swiftly.

GDF 3

The hilltop surrounding the Mining Laser is easy to defend given its exposed nature. APTs and mines are an asset, and make sure you spread out GDF troops to the hill on the west of the Mining Laser and the slope down to the east.

GDF 4

The spawn point during the defense of the Mining Laser has a pair of Huskies, but snipers can use the base walls to their advantage. The line of sight to the Mining Laser is just about perfect from this angle.

GDF 5

The spawn point in the rear of the GDF base is conveniently close to the Salvage, but it is poorly located for defending the front of the base. Adjust your spawn point to the front spawn while trying to hold off the Strogg in the yard.

GDF 6

The main tunnel entrance is the only access route that the Strogg can take to reach the salvage. Have all your interior defenders protect the main tunnel and its two upper walkways on the northwest and southwest.

GDF 7

An Engineer can construct this Guard Tower, and it has a surprisingly useful line of sight on the Mining Laser. It is possible to shoot Constructors trying to build the laser with a mounted GPMG, and it's also useful as a sniping perch.

This Guard Tower also provides good coverage against Strogg forces trying to move up and blow open the walls or hack the main gates.

GDF 8

This secondary spawn point is *not* used by default; you must select it manually from the Limbo menu. It is also a very important spawn point for defending the GDF base's exterior against the Strogg's breaching attempts just after the Mining Laser is constructed.

GDF 9

This small window overlooks the Salvage, making it an excellent position to station a defender who can shoot down Aggressors who get near the Salvage. Just be aware that Strogg Infiltrators can sneak through the ductwork and get into this room from time to time; make sure radar is up and running.

GDF 10

The train that holds the Salvage provides some cover and is a source of elevation for shooting down at GDF. Just be aware that there is less cover to hide behind while shooting from the top.

kings canyon, northern territory, australia

An abandoned base deep in the canyons of Australia has become the fortified home of a new Stroggifier, used by the Strogg forces to create new troops from human stock.

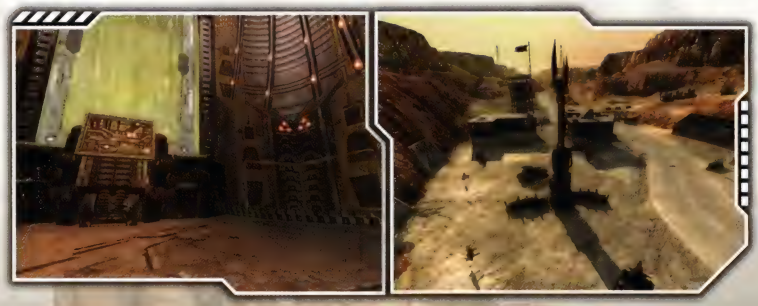
The rough and rocky terrain of the canyons sharply limits mobility for ground forces, funneling GDF and Strogg forces into close proximity. Abandoned and decaying buildings along the canyon main road and byways provide cover for both armies.

PACIFIC

CANYON

The Strogg have seized control of an abandoned base and begun development of an improved Stroggifier within the fortified location.

GDF forces must move into the area, dislodge the Strogg forces, and destroy the Stroggifier before it can come online and begin creating a new army of Strogg troops from helpless civilians and captured GDF soldiers.

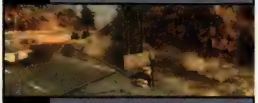


TERRAIN MAP

CANYON DATA
OFFENSIVE FORCE: GDF

Primary Objectives

1. Construct the Bridge



2. Deploy the MCP at the Central Outpost

3. Hack the Shield Generator

4. Destroy the Stroggifier

Secondary Objectives (All Classes)

1. Capture the Domed Building Spawn Point
2. Capture the Ruined Building Spawn Point
3. Capture the Hut Spawn Point

Secondary Objectives (Engineer)

1. Construct the Domed Building Guard Tower

Defensive Objectives (All Classes)

1. Capture the Destroyed Building Spawn Point

VEHICLES

GDF BASE

STROGG BASE

DOMED BUILDING SPAWN

GDF VEHICLES (BEFORE BRIDGE)

DOMED BUILDING SPAWN

GDF VEHICLES (AFTER BRIDGE)

OUTPOST

STROGG VEHICLES (BEFORE GDF CAPTURE)

DESTROYED BUILDING SPAWN

RUINED BUILDING SPAWN

GDF VEHICLES (AFTER BRIDGE)

OUTPOST

GDF VEHICLES (AFTER MCP DEPLOYED)

MISSION MAP

OBJECTIVE OVERVIEW

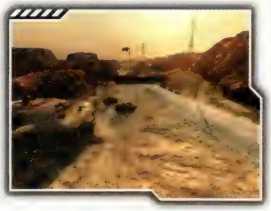
1. CONSTRUCT THE BRIDGE

OFFENSE

The Strogg have begun construction of a Stroggifier buried deep within an abandoned base facility. To breach the hardened doors of the facility, an SSM must be fired from an MCP. It won't be easy; you must first build a makeshift bridge for the MCP to cross.

The GDF base starts out in the far southwest corner of the map. It is too far away from the bridge for a serious attempt at getting the bridge rebuilt. The Domed Building spawn point *must* be claimed (and held) for the duration of the first Objective.

As the mission begins, hop into an Armadillo with a few Engineers and head to the forward spawn. Have one Engineer hop out to reach the spawn point and let the remaining Engineers continue to the bridge construction point.



There is convenient concealment inside a tunnel to the north of the bridge. The tunnel is built into the side of the cliff and provides a place where Medics can wait, throw MedPacks outside, and dash out to revive a downed Engineer as needed. You can use the staircase inside the tunnel to reach the cliff top above, if covering fire from above is needed.

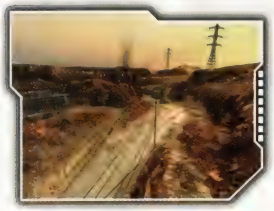
The bridge is dreadfully exposed to attack from the Strogg forces. That would include things like artillery barrages, vehicle attack, sniping, or just plain infantry assault from the northern cliff top.

It is critically important to hold the forward spawn point in order to minimize travel time *and* liberate the Strogg's forward spawn point. The Destroyed Building spawn point is located west of the bridge, just up the hill. From there, the Strogg can reach the bridge faster than they can from their normal Outpost spawn point.

Bring both the Titan and the Anansi vehicles forward. It will take the Titan a fair amount of time to drive up to the front line, but it is worth the effort. Use this vehicle's bulk to shield Engineers on the bridge, or park it on the cliff to the south or the north and provide suppressive fire against Strogg troops and vehicles attempting to move in on the bridge.

It *is* possible to get the Titan onto the southern cliff side. If you drive up to the large building on the south side of the cliff from the road just outside the main GDF base, you can jam the Titan over the stairs on the east side of the building and get it onto the northern side of the building. Ultimately, this will provide a clear line of sight over the entire canyon area around the bridge.

The Trojan is also useful in providing additional support, even if the Strogg don't make use of their Tormentor. Use it anyway to kill Strogg infantry at a great distance. Park it behind the bridge or up on the north cliff and fire down on the Strogg as they move up from their spawn points.



Almost all classes are useful during the first Objective. Engineers and Medics are important, but Soldiers provide heavy fire support and Covert Ops snipers are *very* useful. The Field Ops soldiers aren't quite as imperative, as the terrain restricts the number of turrets the Strogg can cluster to cover the bridge.

CLIFFSIDE COMBAT

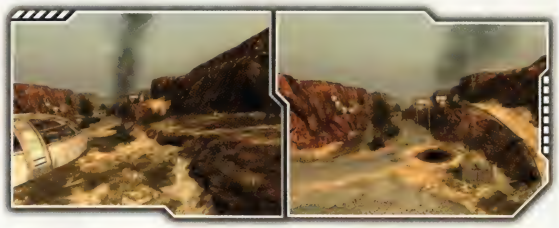
The Strogg and GDF can both use the ridgeline along the northern cliff to fire down on the bridge below. From the ridge, you can recapture the Strogg's Destroyed Building spawn point and eliminate their infantry and vehicles as they move in from the Outpost.

If the Strogg get control of the ridge, they can call in artillery strikes, snipe, and rain down fire on the Engineers trying to build the bridge. GDF troops can get onto other locations on the cliff sides as well by using the Anansi, Bumblebee, or by just walking there!

Be wary of Strogg snipers on the cliffs with access to the Icarus and Infiltrator Teleporters. It is extremely easy for Strogg troops to menace the bridge from locations that are difficult for the GDF to reach.

Have an Engineer secure the Domed Building spawn point. With an abundance of Engineers present, you can saturate the area around the spawn point with AVTs and possibly an APT or two. Next, drop some mines leading into the spawn point. This approach will work wonders at keeping out all but the most dedicated Strogg Infiltrators.

Hold the forward spawn point and send Engineers in to build the bridge. The bridge must be constructed in two discrete stages. The first stage involves building a framework over the gap, while the second stage fills in the bridge completely. Both must be finished before the Objective is truly complete, although the first completion "sticks" and the build progress cannot be lost.



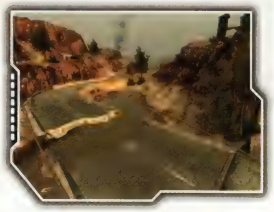
Once the bridge is constructed, the MCP can be flown in for the next Objective.

1. DEFEND THE BRIDGE

DEFENSE

The first defensive target is the destroyed bridge on the southeast of the map. If you can stop the GDF from building the bridge, it is possible to bog down their offensive attack on the very first Objective.

The initial spawn point at the Outpost isn't quite as far from the bridge as the GDF's main base, so it is important to load up the available vehicles and move out. Have an Icarus pilot secure the Destroyed Building spawn point, which is helpful for keeping pressure on the bridge.



Place two soldiers inside the Hog, since it can reach the bridge in the shortest amount of time. You may want to get onto the northern ridge and wait for the GDF to claim the Domed Building spawn point. If this occurs, then sneak in when they move west to the bridge. If you can recapture it and stop their first push, you can get up plenty of deployable units (turrets, artillery & radar, all are helpful).

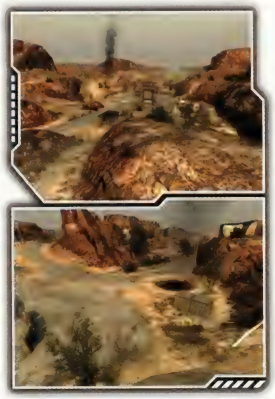
Drop the Desecrator into Siege mode at a distance and use it to destroy any GDF light vehicles (and possibly any exposed GDF infantry). It can't stand up to the Titan or the Anansi, but the Titan takes awhile to appear. To deal with the Anansi, back spawn to the Strogg main base and bring forward the Tormentor or a few Aggressors armed with Obliterators.

All Strogg classes are helpful on the defensive side, as all of their unique skills are helpful. Aggressors armed with Obliterators or Hyperblasters, Technicians for Stroyent supply and the occasional Spawn Host and great examples.

Have the Oppressors saturate the bridge with bombardment, and let the Constructors deploy turrets and mines around the bridge. Infiltrators are highly valuable, not just for sniping, but also for sneaking into the Domed Building spawn point. If the GDF defend it heavily, an Infiltrator can gain entrance by using a disguise to reclaim it.

Use the terrain around the bridge to harass the GDF and dispose of Engineers attempting to build the bridge. With the Icarus present at the Outpost and the Destroyed Building spawn points, it is possible to get onto the cliff tops on either side of the canyon and shoot down on the bridge, call in artillery strikes, or use Railguns to snipe any exposed infantry.

Holding off the GDF from building the bridge for an extended period of time usually involves recapturing their forward spawn, holding on to your own, and keeping Strogg troops alive up on the cliffs. Even a few snipers or Aggressors firing down with Obliterators or Hyperblasters can prevent Engineers from building the bridge, just long enough for another wave of Strogg spawns to rejoin the conflict.



After the GDF construct the bridge, their MCP is deployed. If you can disable it before it moves out across the bridge, you can still get a jumpstart on holding off the GDF for the second Objective.

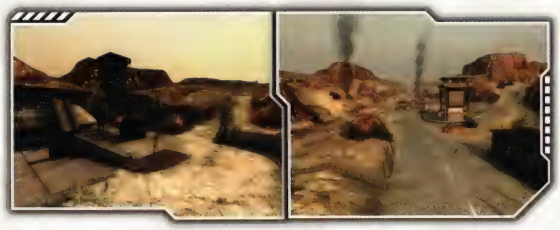
2. DEPLOY THE MCP AT THE OUTPOST

OFFENSE

With the bridge constructed, GDF command deploys the Mobile Command Post (MCP) to the battlefield. The MCP must be driven to the Strogg Outpost and deployed to claim the Outpost and launch the SSM at the Strogg's base.

The path to the Outpost is very straightforward. Delivering the MCP can go quickly (if the Strogg are slow in responding), or slowly if the Strogg set up their defenses in time.

While driving the MCP, there is a *very* small split in the MCP path just after the bridge. You can either go left around a large rock off the road, or head to the right of the rock. The left path is a bit faster, but you should choose whichever route provides more cover against any Strogg forces.



Have a few Engineers remain to support the MCP in case it gets disabled, but make sure the remaining GDF forces switch to other support classes as needed. The two biggest dangers to the MCP are AVTs and heavy Strogg vehicles.

Make sure to have Soldiers armed with Rocket Launchers, Covert Ops EMP grenades, and possibly Field Ops artillery (if the Strogg construct heavy AVT defenses around the Outpost). Medics aren't particularly vital, although a Supply Crate near a well placed Soldier can provide a constant barrage of rocket fire.

RUINED BUILDING

On the west edge of the northern cliff, the Ruined Building spawn point becomes the GDF's forward spawn once the bridge is constructed. Holding this building is important not just for the second Objective, but also for attacking the Shield Generator from the east after the MCP is deployed. Grab this spawn point and utilize it during both Objectives.

GDF forces should bring up the Anansi and the Titan as well from the main base. After the bridge is built, a Titan appears at the Domed Building spawn point. Use it to support the MCP to clear out any dangers, or to find the positions of AVTs the hard way.

If the main base Titan is present when the bridge is constructed, the combined force of two Titans rolling out ahead of the MCP can seriously damage the Strogg defenses.

There's not much finesse involved in the deployment of the MCP. The rest of the GDF team must clear out the Strogg defenders long enough for the driver to get it into place and deploy it. If the MCP is disabled, you must clear away the Strogg forces so that an Engineer can get to work.

After deploying the MCP, the Outpost becomes GDF territory and the MCP launches an SSM towards the Strogg's base. Unfortunately, the Strogg have a Shield Generator present and the SSM fails to penetrate the energy field. That's the next target!

2. STOP THE MCP FROM DEPLOYING

DEFENSE

Defending the Outpost against the MCP's deployment is a matter of disabling the MCP long enough to establish multiple AVTs and bring up more vehicle support. Make sure a Tormentor joins the fight right away, but don't forget to add the Cyclops (and perhaps a second Desecrator) from the Strogg main base.

To disable it quickly, Constructors must get up several AVTs near the MCP deployment zone (just east of the Outpost itself). Also, have some Aggressors armed with Obliterators rush the MCP to quickly damage it (enough Obliterator fire can disable it outright).

MCP PREPARATION

If it is apparent that the bridge will be constructed, make sure a few players can back spawn to the Strogg main base and start moving up the Cyclops and Desecrator (or even the Tormentor). If all three vehicles are brought forward along with the Desecrator, it's possible to hit the MCP with a barrage of firepower to lock it down completely. The GDF must then deal with several vehicles in the area.

It is also helpful to switch some classes to Constructors for AVTs and Aggressors armed with Obliterators, who can get into position with Icarus to blast the MCP as it moves across the bridge.

Artillery bombardment is an option once the MCP is disabled, but such a strike must be launched well in advance to score a hit on the MCP. Bombarding an immobilized MCP makes it impossible for Engineers to approach it for repair purposes. A disabled MCP is also a prime target for Constructor mines, plus Aggressors can join the fun by planting Plasma Charges on it!

Once the MCP gets close to the Outpost, have the Infantry on the rooftops and inside the buildings fire at it safely from cover. Disabling it just outside the Outpost is often the perfect defensive position because any GDF losses respawn up on the northern cliff face and the Outpost spawn is still nearby.

If possible, send at least one spare Strogg up to the cliff to liberate the Ruined Building spawn if the GDF claim it. Forcing the GDF to respawn back at the Domed Building spawn point can be crippling.

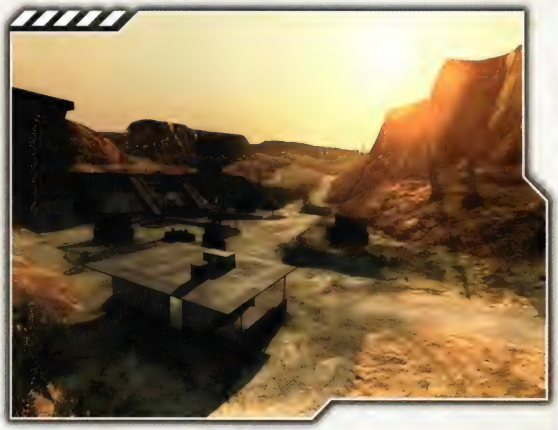
Holding the MCP for any length of time is helpful, but it is possible for the GDF to move quickly and get it deployed before there is an opportunity to disable it. If this occurs, make sure that all Strogg forces fall back and start to build deployable units around the Shield Generator.

3. HACK THE SHIELD GENERATOR

OFFENSE

Before an SSM strike can be completed against the Strogg base to blast open an entrance, a Covert Ops soldier must hack the Strogg Shield Generator.

The Shield Generator is located up the hill (to the north of the Outpost) in front of the base that houses the Stroggifier. There are two routes to use to reach it in a reasonable amount of time—the road up from the Outpost, and the canyon access to the north of the Ruined Building spawn point. You can drive up the side of the hill from the Outpost; you don't need to take the road.



Different classes will use different routes here. Have Covert Ops and support (Medics and Soldiers) use the west route, and let the Field Ops use the east route.

Have any Soldiers using GPMGs for long-range fire, or Covert Ops intent on sniping, take the east route. Note that the Strogg forces tend to focus on the constant stream of attackers from the west side. The area up in the hills to the east of the Shield Generator provides an excellent vantage point to attack.

The Outpost only has the Trojan as a "heavy" vehicle and it is helpful against the Tormentor. It can be used for some long-range fire against deployable units near the Shield Generator, if it is parked on a hill at a distance.

Because the Titan at the Domed Building spawn point isn't too far away, maneuver it through the canyon to the north of the Ruined Building spawn point and let it fire down at the front of the base. Similarly, bring up the Anansi from the main GDF base and let it inflict some damage.

The Shield Generator is located on the west side of the ground in front of the Strogg base. The west side of the Shield Generator is safer to hack than the east side, as the Strogg emerge from the base on the east. Any APTs they place can easily target GDF exposed on that side.

It is possible to slide down to the Generator from the hillside to the west, or to approach it directly up the road from the Outpost. However, a direct approach will likely be met by resistance from every AVT, APT, and Strogg in the area. When approaching the Generator, lob a grenade to clear out any mines.

POINT BY POINT

It will be difficult to crack the Shield Generator defenses if the Strogg are aggressive when setting up deployable units or using the vehicles from their main base. Utilize every GDF class and use all of their abilities to break through.

Soldiers armed with GPMGs can deal amazing damage from a great distance to any Strogg troops in the area. Rocket Launchers can take down any deployable units near the Generator, but it is usually infantry and vehicles that are a greater danger to Covert Ops.

Have some Medics stay just out of sight with a buddy on the cliffs. A prone Soldier firing a GPMG with a Medic behind him and out of sight is very difficult to remove at a distance. If a long-range death occurs, the Medic can simply revive him. Dropping a Supply Crate can also help any nearby troops to heal up or rearm as needed.

Don't have every Covert Ops soldier go right for the Objective. Sniping from a distance is quite potent; set up Radar to locate Strogg forces on the hillsides.

Field Ops artillery strikes will clear out deployable units and using regular Artillery will suppress any infantry attempting to cover the Generator as they emerge from their spawn point.

Make sure some GDF troops constantly attack the active Strogg infantry first. The Covert Ops soldiers will usually avoid the turrets by using the west hill, but active Strogg troops on the cliffs around the Generator can easily cut them down from a distance.

Simply having Medics follow Covert Ops soldiers isn't enough. A good infantryman can take down a Medic just as easy as a Covert Ops, so use "sweeper teams" to patrol the cliff sides.

With plenty of Covert Ops, you can disable any APTs that are a threat in immediate proximity to the Generator with EMPs. If there are no such turrets, take down AVTs to allow GDF vehicles to assist in the assault.

Clear out the Strogg defenders and let the Covert Ops soldier do his work and the hacked Shield Generator will lower the Strogg's defenses long enough for the MCP to fire an unimpeded SSM. Make sure you aren't in the area when the SSM hits.

3. PROTECT THE SHIELD GENERATOR

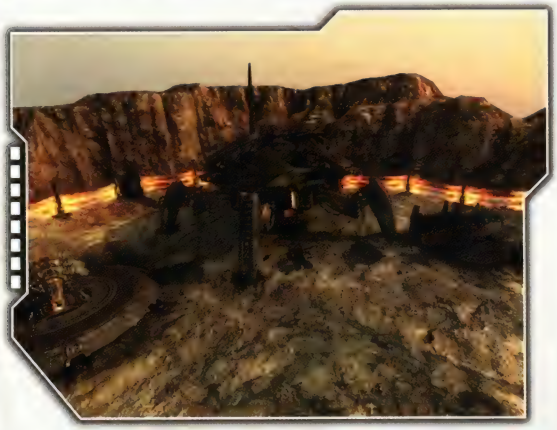
DEFENSE

Protecting the Shield Generator against the GDF assault can break the GDF offense entirely, if done properly. The goal is to protect the area around the Generator with turrets, then use a force of vehicles and infantry to sweep the cliffs around the Generator.

Have enough Constructors to get up APTs and AVTs (and possibly an AAT, if the GDF are using artillery heavily) and a few mines on the Shield Generator.

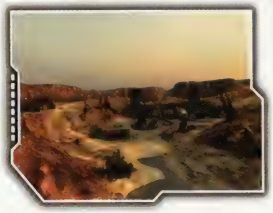
Have the remainder of the Strogg forces attack the GDF right back. Push against their assault hard enough and you can prevent Covert Ops from getting anywhere near the Generator.

First, bring up all of the offensive vehicles from the Strogg main base; even the Cyclops can stomp over the hilltop in a reasonable amount of time! Parked in Siege mode, the Cyclops can lay down some serious firepower on any GDF forces on the hillsides.



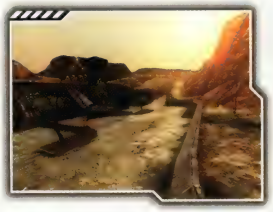
If the GDF aren't pushing against the Generator in significant numbers, keep moving past the Generator and set up shop directly above the GDF's captured Outpost. Destroy their transport vehicles, blast their artillery, and kill any roaming infantry to damage their offensive firepower. Have the Desecrator take part as well, but since it is more fragile, position it at a greater distance.

Have Aggressors armed with Hyperblasters, Infiltrators, and Technicians all take to the hillsides and set up shop prone and scoped, taking down any GDF infantry who appears. Don't forget about a PSI-Radar; it's much nicer to from where the GDF infantry are approaching.



Make sure at least one Strogg trooper takes the Hog (or he can walk) around to the Ruined Building spawn point and recaptures it. The GDF don't always use both routes to attack the Generator, but denying them an additional path and a few transport vehicles is helpful. Taking the Hog is handy because you can take it down the hill and go on a ramming binge into the nearest GDF target.

Oppressors can inflict surprising damage with artillery barrages. The GDF are usually concentrated coming up from the Outpost, and strikes against the Outpost can take out artillery emplacements and destroy their transport vehicles, forcing them to waste time. Plus, the Oppressor can earn the Accurized Lacerator and join the Strogg troops guarding the hillsides.

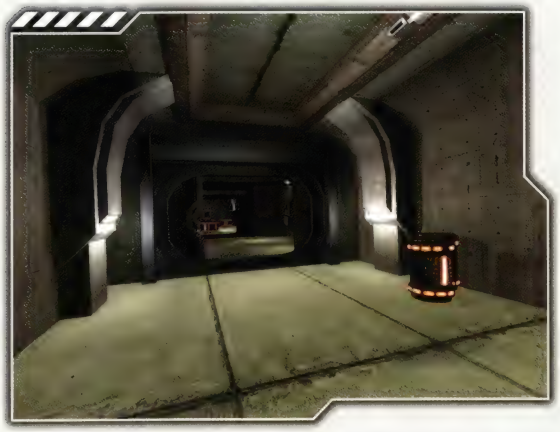


It's quite possible to hold off the GDF completely at this Objective, but if they break through, prepare to fall back inside the base to defend the Stroggifier against their assault.

4. DESTROY THE STROGGIFIER

OFFENSE

The final target involves destroying the Stroggifier. This is a straightforward, indoor infantry battle that requires a Soldier to plant a H.E. Charge on the device to destroy it.



The tricky part about this goal is the spawn location. The GDF spawn does *not* move up to the front of the Strogg base; it remains at the Outpost. In this situation, a forward spawn point outside the base becomes available once the Shield Generator gets hacked. Just south of the Generator, make sure you capture the Hut spawn point after the SSM hits.

Holding the Hut spawn point is important, because Strogg can get over the Stroggifier base from their main base by using Icarus or the Tormentor. Or, the Strogg may even push out enough to prevent any Soldiers from slipping into the base if they get enough troops outside.

The Stroggifier target is located inside the base in the back (on the north side). From the freshly created frontal entrance, courtesy of the SSM, you can go travel through the hallways to the east or the west to reach the target.

Neither direction is much longer or shorter than the other, so simply vary your attack direction to keep the defenders on their toes.

Make sure Soldiers and Medics comprise the bulk of your interior forces, but use a Covert Ops to sneak in and disable any mines. Field Ops aren't as important here, while Engineers are useful for setting up some defense around the Hut spawn point.

Just put enough pressure on the Strogg forces to break through their interior defenses, then plant a charge to blow up the Stroggifier. Make sure you move in groups into the final Objective room; you don't want lone GDF troops being turned into Spawn Hosts for the defenders.

Once a Soldier succeeds in detonating a charge on the Stroggifier, the Strogg's plans of creating a fresh army of troops is foiled.

4. DEFEND THE STROGGIFIER

DEFENSE

The final defense of the Stroggifier takes place inside the base. Once the GDF blast open a frontal entrance with an SSM, the Strogg forces must establish an interior defense.

Constructors and Technicians are important soldier inside the base. Have the Constructors lay mines around the Stroggifier and in the halls on the east and west sides.

There are really only two routes into the Stroggifier room (from the east and west), although there are numerous hallways on each side of the base. Put some Proximity Mines at head level around corners and some Tripmines at key corners to inflict some GDF casualties.

These mines will inhibit the GDF troops and force them to use their own grenades (or waste time crawling prone underneath Tripmines) and have less time available for the attack on the Stroggifier.

Have your Technicians litter the floor in the Stroggifier room with Stroyent and create fresh Spawn Hosts.

If the Strogg manage to push the GDF out of the Stroggifier room and back towards the Hut spawn point (or reclaim the Hut spawn), try to get the Technicians to create Spawn Hosts further forward. Having the Strogg respawn on the Hut side of the base can greatly slow the GDF as they attempt to push into the base.

The Hut spawn point should be a priority for several Strogg soldiers. Use the Icarus or Tormentor to quickly get over the rocky roof of the base and get to the Hut spawn point to liberate it.

If the GDF lose their forward spawn, they must hike or drive up from the Outpost. If Strogg forces are lying in wait, you can inflict some serious damage on them before they get inside.

While defending the exterior is important, never leave the interior undefended. The ability of one soldier to slip past is enough to lose the map if there is no one to defend it. A smart Covert Ops soldier can inflict a lot of damage to the mine defenses in the Stroggifier room, clearing the way for a follow-up GDF attack.

Aggressors are quite useful inside or outside. Also, make sure at least one Infiltrator is present, as having an active PSI-Radar is a great boon for the defenders inside the base.

Oppressors aren't as important inside, as their Tactical Shield don't match up to the abilities that other classes offer for interior defense.

Manage to hold off the GDF for the time remaining on the clock, and the Stroggifier remains safely in Strogg hands. Now it's ready to create an army of additional troops out of the human herds.

DEPLOYABLE MAP

GDF

Area 1

You can drop deployable units around the Domed Building spawn point, even if the spawn point is not actually captured since the area is considered GDF territory.

As far as dropping artillery pieces, you may want to deploy them further back along the road to the west, or even in the GDF main base itself.

Drop some Turrets around the Domed Building spawn to protect it from Strogg liberation or to assist against Strogg vehicles or infantry who get a bit too close to the bridge.

Area 2

Once the bridge is constructed, use the hilltop area for deployable units. This is helpful for supporting the MCP, as turrets dropped here will have good lines of sight on the road.

Artillery may be needed to destroy Strogg turrets around the Outpost; drop them near the Ruined Building spawn point.

STROGG

Area 1

During the first Objective, it's common to place deployable units far forward. It's possible to get turrets that can kill GDF who get too far up the cliff sides on the north or south of the canyon around the bridge.

Place any Artillery a bit further back (closer to the Outpost) to avoid an onslaught by GDF forces.

Area 2

After the GDF's MCP is deployed, set up some AVTs on the outskirts of the Outpost. If set up in time, it's a breeze to disable the MCP.

Continue to use the Artillery that was deployed near the back of the Outpost during the first Objective against the MCP and any GDF forces attempting to repair it.

Area 3

The Shield Generator deployment zone is a key area for turrets, as the entire area can be littered with AVTs and APTs. Enough deployables can be concentrated in front of the base that an AAT should be deployed to protect them from GDF artillery strikes.

Area 4

Although it's unlikely to occur, you *can* drop offensive deployables in the Strogg main base during the final Objective. Turrets won't do much, but you can use artillery if needed. PSI-Radar, however, is quite helpful. Also, if an Infiltrator is present, place it right away.

Area 3

After claiming the Outpost area, place deployable units around the Outpost area. Use some Artillery strikes to take down the defenses around the Shield Generator.

Area 4

After destroying the Shield Generator, place deployable units outside the Strogg base. As the Hut spawn point is important to hold, place an APT to cover the area. Artillery can't be used here, as the final Objective takes place deep underground.

ROUTE MAP

1. Construct the Bridge

Get all the fast transport vehicles using the direct route to the Domed Building spawn point. The Armadillo can carry a bunch of Engineers and troops forward. In fact, have one hop out near the forward spawn to claim it and let the others rush the bridge to begin construction.

If the Strogg are slow, it's a snap to get the first segment completed before they arrive. This is especially true if the GDF troops take the fight to the Strogg.

Straight down the road from the Domed Building spawn, the bridge Objective is on the eastern side of the destroyed bridge. Engineers can take this route or come down from the blue route through the tunnel cut. This route deposits you next to the bridge Objective point.

The northern cliff overlooking the bridge is a key location for defending Engineers who are building the bridge. If the Strogg are allowed to overrun it, they can easily stop the construction. Have GDF troops patrol the cliff and use it as an elevated position to attack the Strogg.

There is a small dirt road that leads up to this structure located on the southern cliff wall. It has a commanding view of the canyon around the bridge, providing an excellent position for snipers or Field Ops. It is possible to get vehicles out on the front side of the building using a bit of "creative" driving up the stairs on the east side of the building.

2. Deploy the MCP

Despite the small fork in the road at the end of the MCP path, there is only one route for the MCP to travel to the Outpost. Unfortunately, this means the Strogg only need to defend one route. Therefore, it is extremely important to eliminate any threats to the MCP as quickly as possible.

If the MCP is in danger of being disabled by AVTs or heavy vehicles near the Outpost, don't drive it forward needlessly. Instead, clear out the threats first, then get it moving.

3. Hack the Shield Generator

Take this straight route up the side of the hill and down the dirt road to reach the Shield Generator. On the west side, you can get up on a ridge that overlooks the Shield Generator. Use this area to shoot at the Strogg deployables nearby. You can do the same thing on the east side.

Both sides will likely be crawling with Strogg troops, so choose the path of least resistance for the Covert Ops soldier.

This indicates is the alternate route to reach the Shield Generator. Follow this path if you're more intent on causing damage to the Strogg defenses instead of hacking the Generator.

You can use any number of classes (and vehicles) from the eastern hills overlooking the Shield Generator. Unless the Strogg are prepared, you can catch a lot of their infantry facing the wrong way when you emerge from the hills.

4. Destroy the Stroggifier

The blue route takes you around the northwestern side of the base. It finally leads into the Stroggifier room via the western entrance.

The green route is roughly the same length as the blue route, so choose a path based on keeping the Strogg forces off balance. Attacking from both sides at once works well. Use Radar to coordinate the assaults, then hit the Stroggifier from both sides!

STRATEGIC MAP

GENERAL

General 1

Curiously, this building connects via a lengthy ladder and a few tunnels to the garages down at the Outpost. This isn't an area of vital importance, but GDF forces could use this to sneak behind the Strogg defenses during the MCP stage of the mission.

General 2

It is possible for Strogg vehicles to use this path over the hills above the Strogg fier base. The Desecrator, Hog, and the Cyclops can get over the hills and down toward the southern canyons faster than taking the eastern road.

GDF

GDF 1

The GDF main base is located quite a distance from the action and only the Anansi can reach the battle quickly. The Titan is a worthy asset during the first two Objectives.

GDF 2

The Domed Building spawn point is critical for the assault on the bridge. Claim it early and secure it with turrets and mines to prevent the Strogg from sending your assault force back to the GDF main base.

GDF 3

This large building on the southern cliff wall is an excellent location for Covert Ops snipers, it's also an option for soldiers providing cover fire or Field Ops calling artillery strikes.

GDF 4

The Ruined Building spawn point is important during both the second and third Objectives, as it provides a closer spawn point during the MCP deployment. It's also useful as an alternate route into the battleground around the Shield Generator.

GDF 5

The bridge construction point for the first Objective is dreadfully exposed to fire from the cliffs above and the west side of the bridge by any Strogg in an elevated position.

There is a tunnel cut into the cliff just to the north of the bridge. Inside, a staircase allows travel between the top of the cliff and the road beside the bridge. Have Engineers (and Medics) use it for cover when the bridge isn't a viable option.

GDF 6

The MCP deployment target, this area is located outside the Strogg spawn point, making it a nasty final destination to reach. If the Strogg have numerous Obliterator-armed Aggressors up in the buildings around the spawn, AVTs in place, and heavy vehicles firing at the MCP, it is almost certain to be disabled within spitting distance of the deployment zone.

Have all of the GDF forces dedicated to rooting out the Strogg in the buildings around the deployment zone.

GDF 7

Once the MCP is deployed, the Outpost becomes GDF territory and the staging point for the assault on the Shield Generator. There are quite a few transport vehicles in the base (and more by the Ruined Building spawn), so use them all to get up to the Shield Generator.

Don't throw away the Trojan as a simple transport, however; use it against the Tormentor and provide fire support from the hills at a distance.

GDF 8

The Shield Generator is the target during the third Objective. To allow a Covert Ops to successfully hack it, it's important to obliterate all Strogg infantry from the area.

With their spawn point so close, there is usually a very narrow window of opportunity to get in the needed hack time. Suicide runs to "tag" the Generator with a hack to prevent the hack timer from decaying may be necessary.

GDF 9

The Hut spawn point is very important for the final assault on the Stroggifier. You may want to defend it with an Engineer if the Strogg are making attempts to recapture it. Losing the Hut spawn point means you will spawn back at the Outpost. With the Strogg spawning right behind the Stroggifier, this is an excruciating loss of time.

GDF 10

Have the GDF use the eastern cliff sides during the assault on the Shield Generator. Well placed troops can take down Strogg infantry from a great distance, and the Strogg must respond to the threat. When this occurs, let the Covert Ops come in to hack.

GDF 11

The final Objective target, the foul Stroggifier machinery heart rests at this location. It is located on a raised platform with three ramps leading up to it (watch out for mines). Toss a grenade onto the platform before rushing in and planting an explosive charge.

STROGG

Strogg 1

The Strogg main base holds all types of Strogg vehicles but, other than the Tormentor, they are difficult to utilize during most of the Objectives. The Cyclops is powerful enough that bringing it forward even early may be worthwhile; just make sure your team can deal with the loss of a member for the time it takes to walk up. Be sure a Constructor is piloting it; repairing the Cyclops can make it a real pain for the GDF to deal with.

During the final Objective, use the Icarus and Hog to reach—and recapture—the Hut spawn point quickly.

Strogg 2

The Outpost spawn point is the Strogg spawn for the first and second Objectives. Use the Desecrator and the Hog to harass the GDF, as they don't have much in the way of heavy vehicle defenses (barring the Titan, which takes awhile to bring up).

Strogg 3

The Destroyed Building spawn point is a curious oddity, as it's one of the only defensive forward spawn points to claim (Area 22 and Volcano both have "forward" GDF spawns, but they start out as captured; this one does not). Secure it to hold a closer spawn point to the bridge and gain access to a few more vehicles.

Strogg 4

This hillside building provides a fantastic sniping vantage point, but it isn't the only one. Use the Icarus for Aggressors; Infiltrators can use their personal Teleporter to reach certain heights as well. In either case, a well placed Hyperblaster or Railgun up on the cliffs can be a real hassle for the GDF.

An especially nasty tactic to employ is to bring along a Technician who stays out of sight. Even if the GDF manage to kill the long-range shooter, the Technician can crawl up and revive him.

Strogg 5

This lookout tower and the other buildings in the Outpost are highly effective defensive positions during the MCP stage of the mission. Plant Aggressors armed with Obliterators, and possibly an Infiltrator or two, then rain down rockets, rail slugs, and Flyer Drones on the GDF offense.

Strogg 6

Litter the area just outside the main base with deployable units. Infantry forces can take to the cliffs around the Shield Generator to protect it from approaching GDF troops. Expect the GDF to mainly assault from the west (near the Outpost), but watch out for GDF sneaking through the canyons to the east of the Generator.

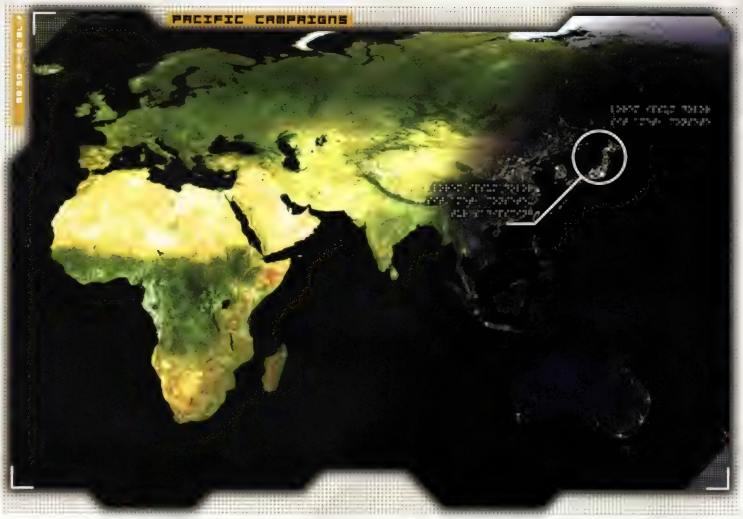
Strogg 7

The last line of defense inside the Stroggifier chamber, it's imperative to defend the final Objective with a force of Constructors and Technicians. The GDF can only come in from two routes, so plant mines in the hallways leading into the chamber.

miura peninsula, kanagawa, japan

The huge sewer treatment plant in the north of the wooded and green area dominates the landscape. Just to the south of it, a treatment substation is the only other substantial manmade structure in the area.

The remainder of the mission map is comprised of rolling hills covered with various types of trees. A concrete spillway from the treatment plant runs the length of the map along the west side, from north to south.

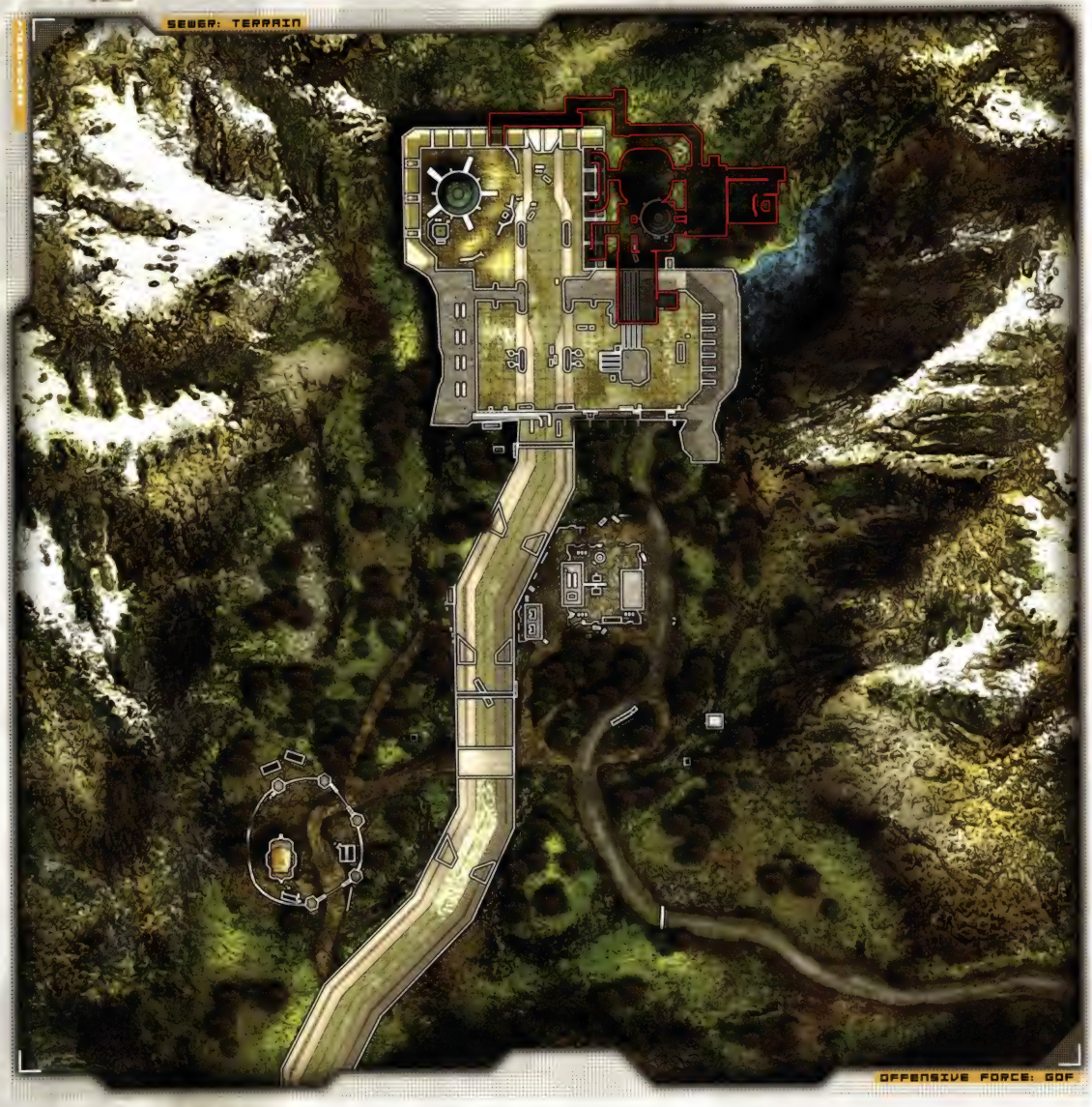


SEWER

The Strogg have invaded a major sewer plant on the outskirts of an urban center in Japan. The GDF must remove the Strogg from their sewer lair before they can mount an invasion force.

This is a two-stage mission and the Strogg defend both points with great passion. An early completion of the first Objective puts serious strain on the defense and increases the odds of a GDF victory. This mission has a mix of indoor and outdoor fighting, with the bulk of the second Objective taking place entirely indoors.

TERRAIN MAP



SEWER DATA
OFFENSIVE FORCE: GDF

Primary Objectives

1. Secure EMP Disruptor

2. Destroy Sewer Grates (North, South, or Both)

3. Secure Sewer Controls

Secondary Objectives

1. Capture the Hill Spawn Point
2. Capture the Spillway Spawn Point

Secondary Objectives (Soldier)

1. Destroy the Substation Barricade
2. Destroy the Maintenance Hatch

Secondary Objectives (Engineer)

1. Construct the Base Guard Tower with an Engineer
2. Construct the Hill-Top Guard Tower with an Engineer

VEHICLES

IN BASE

STROGG VEHICLES

IN BASE

GDF VEHICLES

AT SPILLWAY SPAWN POINT

STROGG VEHICLES (BEFORE EMP DISRUPTOR ACTIVATED)

SUBSTATION SPAWN

GDF VEHICLES (AFTER EMP DISRUPTOR ACTIVATED)

MISSION MAP

OBJECTIVE OVERVIEW

1. CONSTRUCT THE EMP DISRUPTOR

OFFENSE

To penetrate the sturdy Strogg shields protecting the sewer complex, it's vital to build a powerful EMP Disruptor in the substation just outside the primary sewer complex. Building the Disruptor requires the services of a GDF Engineer.

The Objective involving the assault on the sewer substation that holds the EMP Disruptor can be difficult, although the challenge depends entirely on the skill of the Strogg team. It can be extremely easy if it is poorly defended, or it may take quite a while if they quickly set up defenses and hold on to it tightly.

As with most first Objectives, a quick rush is always worth the effort. There are two Armadillos that make ideal initial attack vehicles, so load them up with Engineers and Medics. Next, set off on the northeastern road from the GDF main base and head straight for the substation. Park outside on the west or north, hop out, and run for the Disruptor at full speed.

If the Strogg don't respond swiftly, the Engineers can begin the construction of the Disruptor. If properly screened by watchful Medics (or other classes), there's a chance to build the Disruptor before the Strogg can get their deployable defenses set up.

If the initial attack fails, prepare to settle in for a more protracted siege. Not long after the Strogg arrive around the substation, you can expect a patrolling Cyclops, perhaps a Desecrator and Tormentor, and multiple turrets and mines.

The Hill-Top spawn to the southeast is important, as it provides two avenues of attack on the substation, one from the main base to the west, the other from the east side.

DEFEND THE SPAWN

There is limited ground space around the Hill-Top spawn, but there is enough room to place a few turrets. Since Engineers will likely be in abundant supply due to the Objective, take advantage of this and get APTs (or even AVTs) up near the spawn point. In addition, plant a few mines inside to prevent a lone Strogg from reclaiming the spawn point.

Also, have a Soldier plant some explosives on the Substation Barricade (the one that blocks the southern entrance to the substation). Although this isn't a vital entrance, it creates yet another avenue of attack that the defenders must deal with.

A lone Engineer can pull off a successful construction attempt, but it will be a difficult task. Since attempting to build the Disruptor creates a loud warning to the Strogg, the bulk of their team's attention will be focused in the area immediately around the Disruptor.

Another approach to take is to have a solid group of infantry backed up by the vehicle support available at base. Use the Trojan to assist against the Tormentor and fire at range against deployed units. Also, use the Titan to hold off the Cyclops and shoot at the substation defenders from a distance.

Artillery is a requirement, although Strogg infantry can duck inside the nearby buildings to avoid the barrage. These strikes can clear out the deployed units and provide the infantry the opportunity to get the Disruptor built.

It is imperative that the attacks on the Disruptor with Engineers present are part of a group push. If your team trickles in piecemeal, you can virtually guarantee a long hold by the Strogg.

Transport in large infantry groups, attack in one place, and bring along plenty of Medics. It's not only key to revive the Engineers, but the bonus health and destroying Spawn Hosts are both vital to successfully completing this Objective.

The safest path to the Objective is through the building to the west of the Disruptor. The reason for this is simple: From the second floor or the roof, you can toss grenades down to clear out mines, infantry, and disable turrets. Once the area is clear, jump down from the window and start constructing the Disruptor! Teammates can join in and provide protection from the ground, or remain in the building to supply covering fire from an elevated (and concealed) position. Enter the building from the south side of the substation, or climb atop it via a ladder on the west side.

You can reach the Objective from the north (walk right in), south (either through the destroyed barricade or the infantry entrance just west of it), or east (walk or jump into the eastern garage). However, none of the other approaches have the cover or height advantage of the western building, and several of them are vulnerable to vehicle attacks on the way in. A Cyclops can still fire while you're inside the building, but it's better to be a more difficult target inside a building than out on open ground.

Bring along a few Field Ops for artillery strikes and have several Soldiers armed with Rocket Launchers running around. Get a Soldier on the roof of the building to the west of the Disruptor, as he can unleash some rockets on enemy vehicles, infantry, and other deployed units.

Covert Ops can potentially sneak in and backstab some defending Constructors and Technicians. Hacking deployed units is possible, but difficult. No matter where you start the hack attempt, a patrolling Strogg will likely take notice.

Long-distance sniping of the substation is reasonably effective. Use it, at the very least, to remove Strogg perched on the rooftop and eliminate Constructors and Technicians. Try using EMP Grenades to disable an AAT for a Hammer strike or remove an offending APT to help the infantry push.

Vehicles can be a real problem for the duration of the attack on the substation. The Strogg have access to a Cyclops, a Tormentor, two Desecrators, and plenty of Icarus.

For this reason, it's important to use the Titan and Trojan with caution. Additional Soldiers may be vital if the Strogg aggressively bring forward vehicles from their spawn points around the Sewer.

Rocket Artillery would be a boon against vehicles, but the terrain is not favorable for Rocket strikes. The substation provides cover from any Rockets coming from the west or south. Additionally, the trees screen vehicles moving around to the north or south of the substation, which means that a Rocket strike that should take out a Cyclops cleanly, may do little more than dig up some dirt or chip some paint on the substation.

Generally, straight Artillery or Hammer bombardment is more effective as it will likely destroy deployed units and suppress Strogg infantry for a short period of time. Another effective option is airstrikes, if you can get into position atop the western building as a Field Ops. After doing so, use your ammo packs to continuously lob grenades down on the defenders.

Successfully constructing the EMP Disruptor causes the Strogg shields to dissipate. This allows the assault on the sewer control room to begin!

1. DEFEND THE EMP DISRUPTOR

DEFENSE

Holding the substation against the GDF assault for an extended period of time is imperative in order to gain victory on this map. While it is possible to hold the sewer facility against the GDF for nearly the full 20 minutes of a normal match, it is much easier to hold it for 10, given all of the defensive advantages.

The Strogg team has several significant advantages during the first Objective, including access to heavy vehicle firepower and favorable terrain around the Disruptor that must be guarded.

There are two spots (to the north and east of the Disruptor) that are ideal for APTs. Also, the fact that there are mines (and infantry) protecting the only other safe approach to the Disruptor (from the west), stopping GDF assaults isn't all that tough.

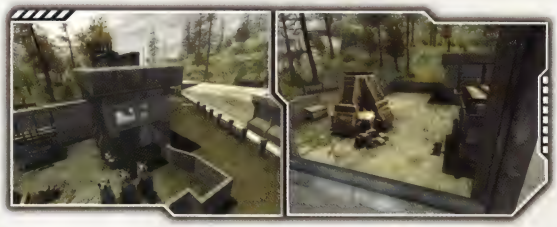
The defense has a Cyclops, two Desecrators, a Hog, and a Tormentor at their disposal. The Cyclops is parked outside the north part of the substation. This makes it extremely difficult for the GDF to get the Disruptor constructed.

The multi-story building to the west of the Disruptor is a key location for the defense and the offense. It is important to maintain a constant watch on the building's two entrances (one from the south, the other courtesy of a ladder). Plant an Aggressor atop the building armed with an Obliterator to help stop incoming Armadillo or Husky drivers. The Aggressor is also effective at slowing down Trojan or Titan drivers who get too close to the building.

Technicians and Constructors are keys to the defense of the substation. Some effective backups include Aggressors and Infiltrators, but the Oppressors aren't as necessary here.

Make the core of the defensive team consist of Technicians and Constructors. Due to the terrain around the Disruptor, it is likely that the Strogg Technicians will have a constant source of bodies for Spawn Hosts. Saving the time it takes to run back from the sewer plant and forcing the GDF to run from the nearby Hilltop spawn can be a huge tactical advantage.

Constructors are vital for turrets and mines to cover both the Disruptor and the western building. Initially, two APTs can cover the Disruptor, but consider an AAT to prevent a single artillery strike from destroying all of the fixed defenses.



Have the Aggressors and Infiltrators guard the western building. Or, use the Infiltrators and their Flyer Drones to eliminate Engineers attempting to construct the EMP device. Aggressors with Obliterators atop the western building present a constant threat to all GDF vehicles and infantry attempting to close on the substation.

If the GDF take the Trojan or the Titan onto the western hills and begin bombarding the substation defenses from a distance, then direct one of the vehicle drivers to handle them or send an Aggressor. If left uncontested, either vehicle can disable or destroy every turret in the area or cause damage to infantry defenders, or possibly even detonate planted mines near the Disruptor.

With fixed defenses in place, it becomes difficult for the GDF to build the Disruptor (especially if the area is covered by a Cyclops). Make a point to aggressively attack the GDF offensive team. Don't let them reach the substation unhindered; instead, reclaim the Hilltop spawn and attack them out in the wooded area to the south or on the approach from the spillway to the west.

The longer you can tie up (or even damage) GDF players outside the substation means less time (or health) that the defenders near the Disruptor have to deal with. If the GDF get too distracted fighting outside the substation, they may lose a significant chunk of time dealing with irrelevant threats.

If the GDF lose their forward spawn, take some of the less critical vehicles (Desecrators or Hogs) up near their main base and attack them as they emerge from the base in vehicles. The goal isn't to destroy them, but to make them waste time. This is even more effective if you have a waiting Spawn Host back in the substation.

If the GDF construct the Disruptor, don't give up hope. If there are still heavy vehicles in the area (or several infantry), try to annihilate their new vehicle spawns. Plant mines, throw grenades at Huskies, stick a Plasma Charge on the Titan, and burn some ammo on the GDF infantry in the area.

Once the substation is truly lost, quickly fall back to the next line of defense—the Spillway spawn point—and the interior of the sewer plant.

2. DESTROY THE SEWER GRATES

OFFENSE

After constructing the EMP Disruptor, the Strogg shields protecting the sewer plant dissipate. This creates a route for GDF Soldiers to plant explosives on the Sewer Grates within. Blowing open the Sewer Grates is necessary to open a path to the final Objective. Note that there are *two* different primary Sewer Grates: One of them is to the south and one is to the north. There are two additional routes to blast open to provide additional avenues of attack!

Securing the substation provides additional vehicle support. However, the next Objective takes place almost entirely indoors, meaning the vehicles are useful only for quick transportation to the Spillway spawn point or dealing with the remaining Strogg vehicles at their main base.

It is extremely important to the GDF offensive that you claim and *hold* the Spillway spawn point. If the GDF are forced to respawn at the substation and run back to reach the sewer plant, then the Strogg will have an easier time setting up Spawn Hosts, mines, and so on.

SPILLWAY BATTLEGROUND

Do *not* get bogged down in a protected fight outside the sewer plant. If the Strogg bring up the Cyclops and Desecrator, reclaim the Spillway and camp out, you may be forced to eliminate their armor before retaking the Spillway spawn point.

If this occurs, bring up the Titans and possibly respawn as a Field Ops briefly to drop an airstrike on their vehicles.

If the Strogg over-commit to the outer area, then simply bypass the combat entirely. Head up the western spillway channel and enter the sewer plant through one of the western entrances. With a little luck, you will get inside without being noticed.

If the entire GDF team winds up battling for the Spillway spawn point instead of the Sewer Grates, you can run down the clock and hand a defensive victory to the Strogg.

Try to deploy turrets around the Spillway spawn point, or drop an APT and a few mines around the spawn point. This should hinder the possibility of a lone Strogg reclaiming the point.

Inside the sewer plant, there are several different routes that lead to the south or north grates. A Soldier's explosive charge can obliterate these grates. Regardless of the route, the assault team must consist of several Medics, as combat revival (and the bonus health) is exceedingly important. Also, there are no vehicles to provide support.

There are three entrances to the sewer plant and two routes to the northern Sewer Grate. Because the southern Sewer Grate is closest to the Spillway spawn point, the GDF offense will frequently rush that point even after the Strogg establish a fairly sturdy defense in the room around it.

If this occurs, get a team of several Soldiers and Medics and enter the far western entrance (in front of the Strogg base) or the near western entrance (to the left of the main sewer plant entrance). From either of the two western entrances, you can reach an interior path that bypasses the southern Sewer Grate room completely and enters the northern room. If the Strogg are oblivious to the team's presence, you can plant the explosives before they can respond *and* assault their southern position from behind.

ELEVATED ASSAULT

Another benefit of the western routes into the sewer plant is that both of them lead to a ledge that has a view down to the southern Sewer Grate room. This ledge offers a key vantage point, as it provides a significant combat advantage over infantry below. It also enables you to cover any Soldiers trying to plant explosives on the southern Sewer Grate.

There is a secondary route into the next area. To reach it, climb the ladder next to the southern Sewer Grate to find an access hatch. This route is not as easy to rush as the main Sewer Grates, but because the tunnel at the top of the ladder is hidden from view, you can use it to reach the tunnel and plant explosives before the Strogg know what hit them! Take note that that Strogg can lob grenades into the tunnel, even if you are out of sight!

After planting a charge at one of the three entrances, it's time to defend it until the explosion goes off. If not, a Strogg Constructor can disarm the charge. If a Strogg wave of infantry is completely defeated just before a charge is planted, they may not have enough time to get back into the area.

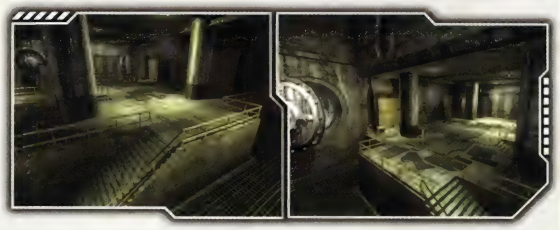
Having multiple Soldiers plant charges is always a good idea. That way, if one charge is disarmed in time, another may go off before the Strogg can remove it. After blowing open an entrance, the access hatches to the sewer's Control Room begin to open. Now the final Objective is accessible.

2. DEFEND THE SEWER GRATES

DEFENSE

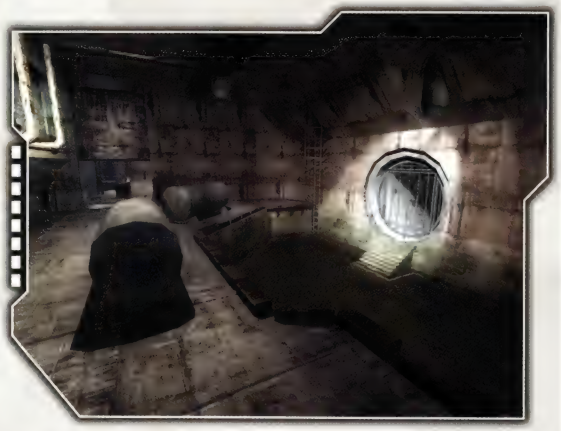
Holding off the GDF assault on the sewer plant during this Objective becomes an indoor battle, as you must strive to prevent the GDF Soldiers from planting explosives on the Sewer Grates.

There are two separate defensive actions to perform here. The first action takes place inside the sewer plant, fighting off the GDF infantry. The second action takes place just outside the southern entrances to the plant at the Spillway spawn point. Keeping the Spillway spawn out of GDF hands means lots wasted time for the GDF team, as they are forced to drive (or worse, run!) from the substation spawn point to get back near the sewer plant, much less inside of it to plant explosives!



The interior defense is the most important. If one of the grates gets blown, the GDF will gain access to the final Objective. However, reclaiming the Spillway spawn is nearly as important, as the delay caused to the GDF both drains the clock and allows the Strogg defense to set up a stronger force inside the sewer plant.

A solid core of Technicians should make up your interior defense team, but bring along a few Constructors. Although turrets aren't usable inside, a few mines can disarm a Solder's planted explosive charge if they get to it in time.



Oppressors are as effective during this stage, but Aggressors or Infiltrators are quite efficient. An Aggressor armed with a Hyperblaster (supported by his teammates) can be a lethal weapon inside the sewer plant. Infiltrators are useful for recapturing the Spillway spawn point and utilizing their Flyer Drone to kill incoming GDF infantry and Soldiers attempting to plant an explosive on one of the grates.

The fighting that takes place inside is close-range infantry combat. Make use of the available cover to prepare for the GDF attack. If you get the time, put mines near the entrances to the sewer plant to weaken or kill any infantry.

A combined force of classes under cover can suppress the front entrance to the grates, but watch out for GDF sneaking up to the upper ledge in the southern Grate room. Don't forget to check for their presence in the lower tunnel in the northern grate, too.

The vehicles inside the Strogg main base are primarily useful for maintaining an extended hold on the Spillway spawn. The lone exception is the Icarus.

Taking the Cyclops (or, to a lesser extent, the Desecrator) and planting them near the Spillway spawn after it has been reclaimed can cause a serious delay for the GDF team. Doing so shields it from distant fire by the sewer plant walls, thus making it easy to take down any GDF infantry or light vehicles that attempt to move into the area.

If the GDF destroy one of the Grates, fall back at least partially to defend the sewer Control Room as the GDF move on to their final Objective. If you've done well on defense up to this point, the GDF should have very little time left to finish the map with a victory.

3. HACK THE SEWER CONTROLS

OFFENSE

The final step is simply hacking the Sewer Controls with a Covert Ops. Of course, just how simple this is depends entirely on how the Strogg defenders react to the destruction of one or more Sewer Grates.

The best case scenario is that all Strogg inside the sewer plant are killed just before one of the Grates blow, *and* a GDF Covert Ops is there to immediately rush through the new opening. After a Sewer Grate is destroyed, some blast doors slowly slide open, revealing the control room. Wait outside the doors, jump inside, and rush to the Sewer Controls. After a little bit of hacking, victory goes to the GDF!

Or, at least, that's the ideal situation. In practice, it is very rare to time everything to perfection. Generally, what happens is that while a charge blows an opening, most or all of the GDF infantry in the area are killed in the process, and the Strogg have time to move into the chamber just past the Grates to set up defenses.

If this occurs, how the GDF forces handle the next step can determine if the final step is a quick rush to victory, or a slow and grinding finish.

Essentially, victory is attainable in a short time after only one grate gets blown up. For this to occur, the GDF must act as a single force and push in as a group with Medics in support. This makes it possible to clear out any Strogg infantry within, allowing a Covert Ops a clear path to the Controls.

Difficulty may arise if the GDF trickle in individually or in small groups. If the Strogg knock off GDF troops inside the Sewer Control area, they can quickly be turned into Spawn Hosts. If this occurs, the long walk from the Strogg main base suddenly becomes an instantaneous return to active defense.

If this happens, it is even more vital that the GDF take a moment to group up and assault as a single unit. Clearing out the Strogg and quickly destroying Spawn Hosts with Medics can clear the way for a final push to the Sewer Controls.

Another option is to open up more routes into the Sewer Control room. While destroying even a single grate opens the way to the final Objective, it is possible to destroy all four grates to create two primary and two secondary routes to the last Objective. Generally, the Strogg forces are more focused on defending the Controls directly, and it becomes much easier for a lone Soldier to destroy the remaining Grates.

One important note: It can be beneficial to only open *one* route with explosives. Why? Because it is then possible to defend only a single access point from the Strogg. However, this is generally only useful if the GDF have already wiped out defending Strogg troops and placed defenders to stop a counterattack from preventing a Covert Ops hack.

In addition, there is another route from the Strogg main base into the Sewer Control room. In the northern part of the room, there is an access shaft in the ceiling. It is accessible via a circuitous path from the Strogg base, making it available to a Strogg using an Icarus.

During the assault on the Control room, utilize Medics to constantly drop health packs (and perhaps a Field Ops to use more grenades), attack, then fall back. Let some Soldiers use their rockets, as Strogg troops will occasionally group together near the control room.

After clearing a route, it is important to escort any Covert Ops. There may be planted mines on the Sewer Controls, so grenade the room if you detect the presence of Constructors.

Another possibility is for Covert Ops to score a disguise (simply dispose of a Strogg on the 'safe' side of the Grates), then sneak in through one of the alternate paths. After doing so, just blend in with the Strogg defenders and get into a position to attack them from behind.

It is extremely difficult to sneak in from a single entrance, as the Strogg defenders will likely kill an obvious infiltrator. With multiple entrances available, sneaking in during a chaotic firefight doable. Once inside, don't go for a straight hack attempt; instead, attack from the rear to break down the Strogg defenses. Whichever method you choose, once a Covert Ops successfully hacks the sewer controls, this mission is complete.

3. DEFEND THE SEWER CONTROLS

DEFENSE

The last stage of defense on the Sewer is difficult. Once the GDF breach a grate, the best way to stop them from hacking the Sewer Controls is to set up a defense in and around the control room.

Note that, much like the first stage of defense, it is possible to claim the GDF's Spillway spawn point; it's just significantly more dangerous to leave the interior of the plant unguarded.

Utilize a core team of Technicians to guard the interior. No other classes are as necessary during this stage, so other than the Technicians, so use a mix of classes to aid in the defense effort.

Your defensive strategy should change depending upon how many grates have been blown open. If the GDF only open one path (typically the South Grate), it becomes easier to defend just one path. If this occurs, keep at least a few Constructors on hand to defuse any additional explosive charges planted on the secondary routes. This makes it easier to defend the area, and it allows a ready source of bodies for Spawn Host usage.

Remember that it is possible to sneak into the area just before the control room. A lengthy tunnel runs along the north side of the sewer plant, eventually dropping into the room just before the control room. If, after spawning, it is clear that at least one of the grates is going to be blown, then consider sneaking in via this route to set up an early defense—the GDF won't expect any resistance from inside the room before a grate has been opened!

Watch out for Covert Ops in disguise. Because they are necessary to hack the final Objective, it is highly likely that several will attempt to get an early disguise, sneak through your defensive line, and ambush your team from behind. If you perish outside the control room area, notify your team so that they are aware of the intruder.

If you can hold off the first wave of GDF troops and set up Spawn Hosts, a more lengthy hold becomes possible. The biggest danger during this Objective is the GDF clearing out the Strogg inside the sewer plant, then immediately sending in a Covert Ops to hack the controls.

Because the Strogg spawn point is actually further from the control room than the GDF's Spillway spawn point, Spawn Hosts are essential to maintaining an interior defense. In addition, setting up mines around the control room can stop any Covert Ops who manage to get past the infantry blockade. It is beneficial to defend the area just past the grates (rather than the control room itself), as the area provides more defensive cover.

Just hold off the GDF's hack attempt until the time expires to achieve a Strogg victory. At last, the Strogg maintain control of their sewer routes into a major GDF civilian area…

DEPLOYABLE MAP

GDF

Area 1

GDF deployable area starts out fairly restricted. You can place artillery and turrets near the GDF main base, on the road to the south of the Substation, and a few spots around the Hill-Top spawn point.

For artillery, the safest bet is to drop it inside the GDF base. This approach keeps it hidden from everything but Strogg Tormentor fire, or excessively aggressive Strogg.

It's worth defending the Hill-Top spawn with an APT or AVT, depending on how aggressively the Strogg attempt to recover it. An AVT can fire at Cyclops or Desecrator pilots who venture east of the Substation onto the road, and an APT can make it more difficult for Strogg infantry to reclaim the forward spawn point.

Have Medics drop Supply Crates near the Substation (out of sight) to provide infantry a recovery point and a place to load up on ammo. Radar is useful, although not essential.

STROGG

Area 1

The terrain in and around the north side of the Substation is ripe for deployables, ideal for placing APTs to guard the EMP Disruptor, an AAT to protect the turrets, and a Psi Radar to keep watch on the GDF offensive efforts.

Beware of losing your AAT; a lone, heavy artillery strike can destroy every deployable in the area.

Area 2

Upon losing the EMP Disruptor, Constructors become less essential and Oppressors are not usually needed. However, it is possible to set up AVT or APT turrets just outside the Strogg main base. This will prove quite useful if the GDF bring up the Titan and attempt to stop respawning Strogg from reaching the sewer plant interior. APTs can inflict some early damage on GDF infantry sneaking around to enter the sewer plant from the west.

Area 2

After constructing the EMP Disruptor, the Substation becomes available for deployable usage. This is of little use, however, as it is unlikely that the Strogg will make an effort to attack the Substation and artillery fire cannot reach the interior of the sewer plant.

If the Strogg forms a defensive lock on the Spillway spawn point, you may need to place artillery nearby to clear a path but this is highly unlikely.

Area 3

With the Spillway spawn point being held, place turrets outside to defend it. This is actually quite important, as losing the Spillway spawn can result in too much lost time during the second Objective stage. If the Strogg are using vehicles, drop an AVT behind the spawn to the west. You can also place APTs on both sides of the building, although multiple Engineers are not useful inside the sewer plant.

Supply Crates are helpful here, but mainly for loading up on ammunition since they can only be placed outside the sewer plant.

ROUTE MAP

1. Construct the EMP Generator

The most direct route to the EMP Generator, use this one as soon as the map begins. A quick assault with a fully loaded Armadillo can achieve a good chunk of EMP construction before the Strogg can respond. If the early offensive force can delay the Strogg's setup of fixed defenses, it can greatly aid the chances of completing the first Objective early.

Similar to the direct Red route, this path goes across the bridge at the foot of the hill below the GDF base, then cuts across to the west side of the Substation. From here, there are several options to use to assault the troops. You can sneak around the north side, go up the side of the building, or even go through the entry point near the green route.

If the Strogg have already erected defenses, it's safer to go up the outside of the west building to reach the Substation area. This area provides an ideal vantage point for dropping grenades, firing rockets, or even calling in an airstrike or artillery barrage.

The green path down to the Substation leads in via the small infantry entrance on the west side of the barricade, or in through the barricade entrance (once a Soldier destroys it).

Oddly, this direct route is actually *more* dangerous once the barricade is gone, as the Strogg forces near the EMP Generator will have a clear line of sight.

The east approach has a couple of entrances. To enter the east building, you can: jump over the eastern wall, or go around the north side of the Substation.

Note, however, that the east building has little cover inside. Worse yet, the entire route is exposed to Strogg reinforcements coming from the Spillway spawn area.

2. Destroy the Sewer Grates

The direct route into the sewer plant, there are actually three entrances to the front of the plant. The west side has more cover, while the east side has an upper and a lower entrance. At a bare minimum, take advantage of the west entrance on this route. If the Strogg know the GDF troops will constantly come from a single direction on the east part of this route, their work on defense gets that much easier.

The direct route to the Spillway spawn point, rushing this route and quickly securing the Spillway spawn is very important to the effectiveness of the sewer plant assault.

An alternate route into the sewer plant area, it is possible to go up the spillway and enter the sewer plant from the rear. If the Strogg place too many of their troops around the Spillway spawn point, then enter through the west entrances to the sewer plant.

The "rear" entrance to the west cuts dangerously close to the Strogg main base. Most times, though, the area is clear of the Strogg forces, as most of them will be inside the sewer plant or fighting around the Spillway spawn.

This back entrance provides easy access into the north Sewer Grate room, or up to the ledge overlooking the southern Sewer Grate.

3. Hack the Sewer Controls

The two blast doors inside the room adjoining the Sewer Controls prevent immediate entry to the control room. After one grate is history, these doors slowly open, permitting a Covert Ops to enter for a hack attempt.

Expect the bulk of the Strogg defense to be inside this room. If at all possible, blow open the other alternate entrances and use them in conjunction with frontal assaults to break the Strogg defenders.

The Maintenance Hatch route provides a great way to access the control room. The only problem with this approach is that planting explosives on it means getting past the Strogg defenders. Try to sneak past while they are involved in a firefight with a major GDF push. If the hatch is blown, a Covert Ops has a much better chance to sneak in.

STRATEGIC MAP

GENERAL

General 1

This wooded area provides good cover for GDF forces heading to the Substation. It is one of the only areas around the Substation that has any significant cover.

General 2

The buildings that line the spillway are of little tactical use since their vantage points are poor for any of the primary Objectives. However, since they are rarely used and provide excellent cover, they can make for a good sniping position or artillery spot.

General 3

You can climb ladders onto the upper structure of the sewer plant. It provides a place for the Strogg to attack the Spillway spawn point, or for a few dedicated GDF troops to tie up respawning Strogg at their main base.

GDF

GDF 1

This is the GDF main base. Take advantage of the Titan and Trojan, as there are precious few vehicles available during the assault on the Substation.

GDF 2

The Hill-Top spawn point is an important asset in the assault on the Substation. It is only marginally faster than reaching the Substation from the main GDF (while using a vehicle), but it allows the GDF forces to pressure the Substation from multiple directions simultaneously. Don't hesitate to backspawn to the main GDF base for vehicles if this spawn point is claimed.

GDF 3

Using the west building is the safest way to approach the EMP Disruptor. Not only does it provide cover, but the building's second floor has as a safe vantage point to clear mines, turrets, and defending infantry.

GDF 4

The EMP Disruptor is located here, but it is also exposed and usually heavily defended by Strogg deployables and infantry.

GDF 5

The Spillway spawn point is vital for successfully completing this mission. Losing the Spillway spawn too many times can result in a huge loss of time for the entire GDF time.

GDF 6

The east entrance to the sewer plant is actually two overlapping entrances. A short set of stairs leads into the sewer plant, but behind and underneath them, there is a second entrance. Both sets of stairs lead to the same room, but using both entrances can throw off defenders, as they must decide where to fire.

GDF 7

The west entrance to the southernmost sewer plant room, this is a good alternate entrance when coming from the Spillway spawn point. It leads to the same room as the entrances at GDF 6, but it has some cover. You can even use it to quickly reach a tunnel that provides access to a ledge overlooking the south Grate and a tunnel that reaches the room with the north Grate.

GDF 8

The far western entrance is an alternate route to use if there are simply too many defenders around the Spillway spawn. Be aware that it is exposed to the Strogg main base, making it a poor choice if stealth is desired.

GDF 9

The southern Sewer Grate room tends to be the focus of the bulk of the fighting due to the proximity of the entrances around the Spillway spawn point. Do not overcommit to a long battle in this room; instead, proceed to the ledge overlooking it or bypass it completely and tackle the north Sewer Grate.

GDF 10

This is the Southern Sewer Grate.

GDF 11

An optional upper entry, this one requires climbing a ladder to reach and plant explosives. Because of this, it is a poor choice as the only way into the sewer control room.

GDF 12

This is the Northern Sewer Grate.

GDF 13

The Maintenance Hatch is a very important secondary route into the sewer plant's control room. Attempt to blow it open as a Soldier if there is time enough on the clock.

GDF 14

This is the Sewer Control Room. A Covert Ops must reach this room and hack the controls to win the map for the GDF.

STROGG

Strogg 1

This is the Strogg main base. Although it is out of the way during the first stage, don't hesitate to backspawn here and bring more heavy vehicles to assist in the defense of the Substation.

Strogg 2

The area around the EMP Disruptor is the first Objective defense, and it is also ideal ground for multiple turrets and at least one AAT.

Strogg 3

The west building is the weak link in the defense of the EMP Generator. Try to keep at least one player stationed there at all times, mine it, and clear it out quickly if the GDF push into it.

Strogg 4

The hill to the east of the Substation makes an excellent vantage point for sniping or calling down artillery strikes.

Strogg 5

The defense of the Spillway spawn point is a tricky matter. Recapturing the spawn point hurts the GDF offense badly, but having too many infantry outside and not enough in the sewer plant will result in a blown grate. Try to balance fighting over this spawn point with enough defenders inside to hold the interior.

Consider bringing up vehicles from the main base to harass the GDF as they attempt to hold (or spawn at) this location.

Strogg 6

The south room inside the sewer plant is usually the first line of defense against the GDF advance. Have multiple Technicians drop Stroyent and create Spawn Hosts, then back up the defense with Aggressors and Constructors.

Strogg 7

The northern room is accessible by the GDF via a lower tunnel shaft that exits into a pool of water at the bottom of the room. Keep an eye on this alternate entrance to prevent the GDF from hitting defenders at Strogg 6 in the rear.

Strogg 8

The final defense of the sewer control room area usually takes place here. Utilize this room's ample cover to mount a strong defense. It is also possible to fly Icarus's into this area and constantly drop Stroybombs on the GDF. If the GDF destroy more entrances to this area, then watch for attackers from all available entry routes. Don't neglect the northeastern entrance to the control room!

Strogg 9

Use this alternate route to Strogg 8 to access the area around the control room before the GDF blow open an entrance. This can allow you to get defenders—and mines—into place before the GDF rush the control room. Just be aware that it is a slow path into the sewer plant; a direct run to the east is faster.

Strogg 10

The direct routes into the sewer plant are most useful if you are heading for an interior defensive position, especially during the final Objective defense.

If you are focused on recapturing the Spillway spawn point, it is quicker to skip the interior and go around to the south.

whakarwhite island, bay of plenty, new zealand

This mission starts off on the beaches of the island, just after a thunderstorm has swept the area. A light rain is still falling and bright rays of sunlight are breaking through the cloud cover to create a strange looking landscape.

While the beach looks all natural, the massively fortified GDF base to the north of the Strogg invasion site is quite the opposite. Built into the side of the volcano, its concrete fortifications are a serious barrier to invasion.

VOLCANO

The GDF have constructed a massive EMP device sealed within the mouth of a dormant volcano. If the GDF manage to activate the EMP, it will devastate the orbiting Strogg fleet.

It is vitally important to completely destroy the GDF's EMP to prevent them from causing serious damage to the fleet and the assault on the Earth.

The assault on the massive EMP facility is unusual in that it is one of the few maps with very little vehicle presence. The GDF have access to a few Platypus, but that's the extent of vehicular assistance for either team. The mission begins with a beach siege, then reverts to a series of interior battles.

TERRAIN MAP

VOLCANO

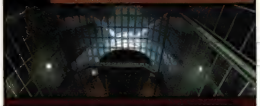
VOLCANO DATA
OFFENSIVE FORCE: STROGG

Primary Objectives

1. Hack the Security Controls

2. Destroy the Transformer

3. Destroy the Geothermal Energy Core



Secondary Objectives (All Classes)

1. Capture Beachhead Spawn Point
2. Liberate Bunker Building Spawn Point

Secondary Objectives (Aggressor)

1. Destroy Forward Bunker Door
2. Destroy Seawall Breach
3. Destroy East Bunker Breach

Defensive Objectives (Engineer)

1. Construct the Front Bunker MG Nest
2. Construct the Center Bunker MG Nest
3. Construct the Forward Bunker MG Nest
4. Construct the West Bunker MG Nest
5. Construct the Facility MG Nest

VEHICLES

FRONTAL DOCK

REAR DOCK

MISSION MAP

OBJECTIVE OVERVIEW

1. HACK THE SECURITY CONTROLS

OFFENSE

With no vehicles present, a brute force ground assault must be used by Strogg forces to break through to the GDF's massive volcanic EMP device. The Strogg main base is located on the beach of the volcanic island, and Strogg forces must slog across the exposed beachfront to reach the seawall.

The initial assault on the Security Controls is actually a multi-step Objective. Although it is possible for Infiltrators to teleport over the seawall (or into one of the bunkers) and hack the Security Controls, no other Strogg forces penetrate the seawall. So, use Aggressors to blast open access routes for the remaining Strogg forces.

An assault force should have a good mix of Aggressors, as there are *three* places along the seawall that must be breached by Plasma Charges.

The Security Controls are located within a building on the eastern side of the seawall, down in the basement. The building isn't particularly complex to navigate. There are two entrances to the main security room, one from the west (accessible through the Forward Bunker door), and a second from the east down a set of stairs (accessible through the East Bunker Breach).

It is also possible to reach the eastern stairs that lead into the security building from the top floor (any of the breaches can be used to reach the upper floor of the security building).

In addition to the Security Controls, there is a defensive forward spawn point (one of only two in the game; the other one is in the Area 22 mission). If this spawn point is liberated by the Strogg, the GDF must respawn back in the western bunker. Since this is such a great distance from the security building, it significantly aids the Strogg offensive efforts.

There is a single "forward" spawn point on the beach and, while it isn't much further forward than the main Strogg base spawn point, every little bit helps.

Deployables can be placed all around the Strogg main base and the forward spawn, but neither artillery nor turrets are especially helpful for the assault on the security building. Artillery strikes *can* be used to destroy any early defensive turrets or radar that the GDF erect behind the seawall. You may encounter some APTs placed just outside the seawall, which can make it more difficult to approach the various Aggressor targets.

Since there are no vehicles, your offensive options are limited to class selection. Infiltrators are vital, but Aggressors are almost as important. Even if the Infiltrators alone succeed in hacking the Security Controls, the Strogg forces can reach the second Objective and the second Objective requires the services of Aggressors.

Constructors and Oppressors are somewhat less useful, so a team comprised of primarily Infiltrators, Aggressors, and possibly a few Technicians is a good choice to employ to successfully breach the seawall and hack the Security Controls. Naturally, Infiltrators will need PSI-Radar as soon as possible, as it can help with the assault on the Security Control room.

Once the three breach locations are successful, Aggressors can assist in breaking the GDF defense inside the security building. Of the three breach points, the far west (Seawall) breach is the least useful option for attacking the security building. The central breach point (Forward Bunker Door) leads into a hallway that exits into the room with the Security Controls. Similarly, the East Bunker Breach leads to the stairs down into the Security Control room.

PLASMA CHARGE DEFENSE

One handy tactic for Constructors to use on this map is to accompany Aggressors during the push on the Forward Bunker Door. Planting mines around the Plasma Charge will make it difficult for GDF Engineers to disarm the charge (or charges) in time.

Have Infiltrators use their Teleporters to get over the Seawall and into the security building. Once inside, they can liberate the Bunker Building spawn point and make continuous attack runs on the Security Controls. Naturally, use any downed GDF (outside the security building) to acquire a disguise and use it to sneak past mines. After breaching the Seawall, have some Flyer Drones join the assault and rely less on the Teleporter.

Keep the pressure on the security building and try to liberate the Bunker Building spawn point as soon as possible. Rely upon a concerted push on the Security Controls (after the GDF lose their forward spawn) to break through and complete the first Objective.

After hacking the Security Controls, the security doors to the building with the Geothermal Transformer open to trigger the second stage of the mission begins.

1. DEFEND THE SECURITY CONTROLS

DEFENSE

While the GDF have the advantage of a heavily fortified facility protected by multiple beach-facing bunkers and a heavy seawall, the Strogg forces pounded the area around the seawall before moving in troops. The resulting damage cracked the seawall on the west side and damaged a bunker on the east side. In addition, multiple hardened barriers were dropped from orbit to shield Strogg infantry moving up the beach.

The Strogg's first target is the chamber containing the security computers that control the Transformer building's access doors. If the Strogg succeed in hacking the controls, they can begin an assault on the Transformer.

Have your defense concentrate on two areas: the security control room and the beachfront. Have the Engineers fill up the security building with mines and deploy turrets in front of the seawall. Additionally, have them place more turrets just behind it (if nothing else, APTs placed behind the seawall are always useful during the second Objective, as they help protect the Transformer building).

It's possible to defend the beachfront from multiple directions. There are two Platypus near the east bunker on the eastern side of the seawall; use them to strafe Strogg crossing the beach with heavy machinegun fire. Or, use them to get close to the Strogg's forward spawn point on the beach to recapture it.

Each bunker location along the seawall (and two, in the center bunker position) has an MG Nest, so have an Engineer build one. The westernmost bunker is less useful during the assault on the Security Controls, but both of the center guns and the eastern gun can be used to good effect to rake the beach with constant fire.

Concentrate your defense on the center and eastern bunkers, which are the two locations the Strogg assaulting the security building are most likely to attack. Although it is difficult to disarm charges planted on the seawall or eastern bunkers, it's possible to disarm the center bunker door. There is an MG Nest in a window overlooking the bunker entrance, so have an Engineer hop through the window and disarm an armed Plasma Charge.

Consider having at least one Engineer plant a few mines near the Bunker Building spawn point, because losing it can be a serious blow to your defenses. Respawning back in the Rear Bunker Corridor, on the northwest of the map, creates a significant delay in returning to the security building.

Almost every class is helpful on the defensive side. Engineers and Medics are always effective, but Soldiers and Covert Ops can both assist quite easily by defending the beachfront with heavy weapons and sniping. Field Ops are somewhat less useful here, as there are no important Strogg targets for heavy artillery bombardment.

A core of Engineers and Medics defending the Security control room can usually hold their own against an early Infiltrator rush from the Strogg side, while any mix of classes can defend the beachfront.

2. DESTROY THE TRANSFORMER

OFFENSE

After hacking the Security Controls, the blast doors protecting the Transformer facility are forced open. Now the assault on the Transformer can begin! Have an Aggressor plant a Plasma Charge on the Transformer to destroy it. This act triggers a chain reaction that will blow open the hardened facility that houses the GDF's EMP device.

The terrain just behind the seawall that leads to the building is a mix of concrete trenches and raised ground where the GDF can place turrets. Try to use the trenches as cover and attempt to move outside the firing arc of any GDF APTs. If they become a nuisance, then lob some grenades to incapacitate them.

The Transformer building has three entrances, although both doors on the south side of the building lead to the same staircase down to the basement. The north doorway leads to another staircase that goes to the basement and the Transformer. This is the route the GDF normally take to get inside.

Just inside the building, there is a small room on the east side that has twin open windows on the north and south of the building. It is possible to jump into the room and travel to the north or south staircase from either entrance.

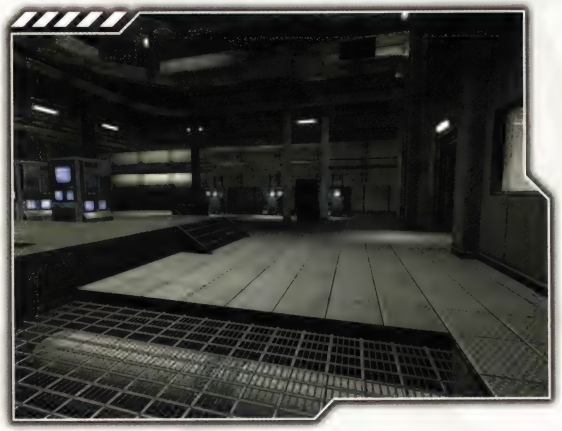
Downstairs, the Transformer sits in the center of an open room, exposed to fire from three sides. Because of this, it's critical to clear the room of GDF troops before placing a Plasma Charge.

The Strogg spawn point remains out on the beach, so it is vital to blow open the Seawall and Forward Bunker breaches with Plasma Charges. It is feasible to use the east bunker entrance to enter the Transformer building, but it is generally too time consuming to travel to the east of the seawall and then to the Objective.

The assault force should consist of a mix of Aggressors along with a few Technicians to support the push. Infiltrators are very handy; use them to sneak into the Transformer chamber and take out a few key defenders (generally Medics) to clear the way for a Strogg push. It is also extremely helpful to have PSI-Radar active.

Neither Constructors nor Oppressors are especially helpful here, although Oppressors can use artillery to clear any APTs the GDF drop around the Transformer building, and then come inside and help with the assault by dropping Tactical Shields to screen Aggressors.

Inside the Transformer building, the stairs lead down to the basement level and the Transformer. However, there is a middle level that is accessible from the southern staircase that overlooks the bottom level.



This middle level is very helpful during the Strogg assault, as it's a great place to rain down grenades and weapons fire from an elevated position. Note that the view does *not* cover the eastern side of the room, so if the room looks clear, check the area beneath the middle floor before rushing to the Transformer as a lone Aggressor.

Down on the basement level, there are several routes from which to choose to reach the Transformer room. There is a large opening on the west side and a narrow hallway on the south side that leads into the room in two places on the south side. The last entrance is on the north side of the room, although it is only accessible from either the north staircase, or by going down the stairs on the south, then along the west side of the basement to reach it. It's important to note that this usually results in contact with GDF.

It is occasionally worthwhile to enter the northern "GDF" entrance, especially if your radar is up and there are no GDF moving toward it. By coming in behind the GDF, there is a good chance to score several kills, especially if you get behind them just as they start to run downstairs from a fresh spawn.

Keep the pressure on the Transformer chamber and clear out the GDF before sending in the Aggressors to drop Plasma Charges. Once the Transformer is destroyed, it triggers a chain reaction that causes a series of detonations that travel along the pipes connecting the building to the EMP facility. The resulting blast destroys a huge chunk of the building's exterior, thus creating an entry route that the Strogg forces can use to reach the EMP device.

2. DEFEND THE TRANSFORMER

DEFENSE

Once the Security Controls fall, the GDF spawn point is moved back into the Rear Bunker Corridor (the same spawn point the GDF team must use if the Bunker Spawn point is lost during the first Objective). With the security system hacked, the Transformer building opens up and the Strogg assault on the Transformer begins.

This Objective takes place almost entirely inside, fighting underground in and around the Transformer. Dispatch a core force of Medics and Soldiers to the Transformer building and constantly return to it when they are defeated.

The notable exception to the aforementioned is combat in front of the Transformer building, behind the seawall. Have Engineers place turrets and mines to make the trip to the Transformer building extremely hazardous.

It is also handy to have Covert Ops sniping Strogg troops who emerge from the seawall breach, or those who arise from the center seawall bunker. The troops in this area are relatively easy fodder, as the egress points are funneled into narrow channels.

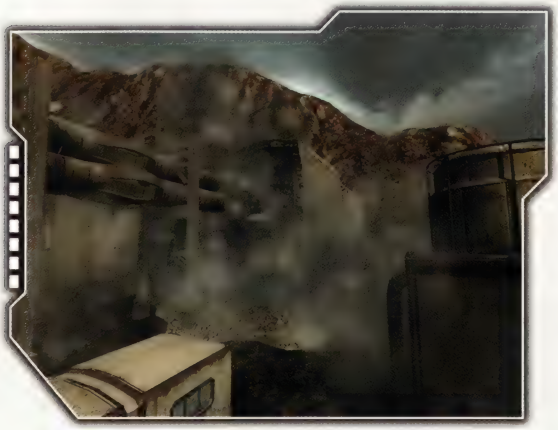
Radar is very important to use when defending the Transformer, so even if no one is actively sniping, drop a Radar dish to provide coverage.

Inside the Transformer building, place some mines near the entrances from the surface. If the Strogg wise up to Tripmines, plant Proximity mines at head level just inside doorways and around the corners in hallways. These mines aren't always immediately apparent and will result in at least one kill when tripped.

Also, place a few mines near the Transformer to keep the Strogg honest but since a single grenade can clear all mines in the vicinity of the Transformer, don't rely on them to hold it completely. Plus, too many mines on the floor can create a hazard for GDF troops in the room, as one grenade can set off a chain reaction that will annihilate any defenders nearby.

Soldiers downstairs (armed with GPMGs and lying prone in a corner) supported by Medics can inflict lethal damage on any Strogg who drop down from above unprepared. There is plenty of cover in the corners of the Transformer room, so make sure the defenders use it.

Even if the Strogg detect your presence in the room via radar, they may not have an option to do anything. You can't see the entire room from the overhead entrance, and entering via the ground level makes it easier to spot intruders while staying concealed behind the cover on the east side of the room—the same place that Strogg on the middle level can't see!



Defense of the Transformer building is very straightforward. Again, there are no vehicles and the Objective is underground inside a small building, so this entire Objective is spent grappling over a very small part of the map.

Keep your focus on the Transformer and, if there are surplus troops present (or if the Strogg are completely cleared out), push out to the seawall and try to stuff up the Strogg before they reach the building in the first place (and with Radar up, you can fall back if you spot a few sneaking in).

Don't hesitate to go in via the southern "Strogg" entrances to the building. If you appear behind the Strogg when they are trying to use the middle level to fire down into the Transformer room, it's quite possible to sweep them out or at least inflict enough damage that they will fail to complete a push.

THE MYSTERIOUS WESTERN DOCK

There are actually a total of *four* Platypus on the map. Just go to the command map at any point in the match to see that there is an "extra," unused spawn point on the west side of the map.

The Hangar spawn point drops you just outside of a western dock on the island, which has two more Platypus. However, this spawn point does not have any hidden secrets. You can backspawn to it, then hop into a Platypus but that leaves you with a long boat ride around the west side of the island. The boat ride does little more than deposit you on the beachfront near the Strogg main base.

It is feasible to use this spawn during the first Objective if you *really* want to get up in the hills to the west of the Strogg (perhaps to snipe). In general, though, you won't see action around this spawn point.

Oh, and *Wolf:ET* vets may enjoy taking a peek at the barracks room down the hall to the Hangar... There's an Oasis on the wall!

If the Strogg manage to blow up the Transformer, the explosion will open the way for their assault on their ultimate goal—the EMP device. The GDF spawn point is moved to the EMP facility and the battle for the final Objective begins.

3. DESTROY THE GEOTHERMAL ENERGY CORE

OFFENSE

The route to the GDF's dangerous orbital EMP is open and all that remains is to destroy the EMP Core. The Core is located within a hardened facility inside the hub of the island's volcano. The Core is impossible to reach with an Aggressor's Plasma Charge or any infantry, for that matter.

As a result, the destruction of the EMP Core is only attainable via a singularly unique method: the Infiltrator's Flyer Drone must be flown through one of two tiny access shafts, then detonated in proximity to the Core. This process must be repeated five times to inflict enough damage to completely destroy the EMP Core.

Needless to say, this Objective has a distinct feel to it in comparison to any other Objective in the entire game. The bulk of your force should consist of Infiltrators, as they need to launch *multiple* Flyer Drones to destroy the Core.

Remember that the GDF can destroy the Drones while they are in flight, and it takes a long time for the Drones to recharge before the same Infiltrator can launch a second one. Therefore, it is important to have enough potential Drones to destroy the Core in a reasonable amount of time.

The support team for the Infiltrators can be Technicians or Aggressors, Technicians for Stroyent supply and possibly a few Spawn Hosts, Aggressors to tie up the GDF defense and let the Infiltrators do their work.

This entire Objective takes place inside the northeast EMP facility on the island, and there are no vehicles to deal with, nor is there any use for artillery or turrets.

The GDF can destroy Drones in the air anywhere in the facility (they can be flown in from as far away as the main entrance), and their last possible line of defense is a suspended "cage" inside the heart of the EMP device. From this cage, they can shoot at Drones emerging from the two access ducts.

Because you can distract GDF inside the cage, they are ideal targets for other Strogg forces. Killing the GDF who protect the final run to the Core can allow the last few Flyer Drones to slip through and destroy the Core.

The access vents leading into the Core area are next to one another. They are located inside the same small room at the bottom of the facility, slightly south of the "cage" room. There are two entrances to the room (one to the east and one to the west), but it isn't necessary for Infiltrators to be in this room. They can just as easily pilot Flyer Drones from a nearby hallway.

It *is* occasionally necessary for the other Strogg troops to clear out the vent access room; if not, a few GDF can destroy any Flyer Drones on their way in. Of course, if a Drone happens to detonate *prematurely*, the loss of GDF defenses is usually worth the time it takes to recharge another Flyer Drone.

Infiltrators who have expended their Flyer Drones (or had it destroyed) may wish to assist in clearing out nearby GDF troops, rather than wait for their charge gauge to refill. Other Infiltrators still piloting Drones benefit greatly and, if lots of GDF troops are killed, it is almost certain that several Drones can slip through and damage or destroy the Core.

The entire battle for the EMP Core is quite different, because other than the vent access room, there is no single Objective area to fight around. Instead, the entire EMP facility is turned into a huge battleground. You must protect the Infiltrators while they pilot Drones, and GDF troops frequently patrol all parts of the facility to hunt down immobile and helpless Infiltrators.

After the Drones destroy the EMP Core, the Strogg fleet is saved... for the moment. The Makron would be pleased.

3. DEFEND THE GEOTHERMAL ENERGY CORE

DEFENSE

The defense of the EMP Core is quite unique, as it is the only defensive Objective of its type in the entire game. A powerful Energy Core provides the power necessary to activate the EMP and while the Strogg attempt to destroy it by sneaking Infiltrator Flyer Drones into the Core through the access ducts, GDF troops must destroy the Drones in flight and repel the Strogg forces inside the EMP facility.

Once the Transformer is lost, the GDF spawn point is moved into the rear of the EMP facility. From here, it is possible to quickly reach several important defensive positions.

One of the most critical positions is a "cage" that is inside the heart of the EMP device. From this cage, it is possible to shoot down Flyer Drones before they reach the EMP Core above the cage. Shotguns are ideal for this, as a single shot can detonate a Flyer Drone before it can move out of range.

The cage area is the final line of defense, but it is very important to put pressure on the Strogg forces inside the facility. Because the Infiltrators can fly in their Drones from a great distance, it is very common to find immobile Infiltrators tucked away in every nook and cranny. Find them and kill them! When an Infiltrator falls, his Flyer Drone goes with him.

Because the destruction of this Objective is so unusual in comparison to others, the combat in the facility lacks a central focal point. Infiltrators can "attack" the Objective from as far away as the facility's entrance, so you encounter Strogg forces scattered throughout the facility housing the EMP.

Send out strike teams of Soldiers and Medics to hunt down Strogg troops. Neither Field Ops nor Covert Ops are needed for the interior defense, but use some Constructors to plant Proximity mines at the duct entrances. Doing so can destroy Flyer Drones before they get too far.

WATCH THOSE DRONES!

Because Infiltrators can navigate their Flyer Drones from a great distance, it is important for the GDF forces to be on the lookout for Drones moving in from the facility's entrance. If you can destroy the Drones before they reach the ducts, you will increase your chances of holding off the Strogg.

Try to keep the pressure on the Strogg forces throughout the building, even as far back as their spawn point. Use a Covert Ops on one of the buildings to take down Strogg forces as they enter the building.

It is also important to constantly sweep and push out from the chamber that holds the two ducts leading to the EMP Core. The Strogg can win the map *very* quickly if multiple Flyer Drones are sent in simultaneously from an undefended inner chamber.

PUSH 'EM OUT!

It's vital to aggressively push the Strogg back to their spawn point. Have Constructors plant Proximity Mines on all obvious approaches to the vents, then have them join the other forces to bolster the number of active infantry fighting in the facility halls.

Having just a few dedicated troops protecting the EMP Core can be more effective than having the entire GDF force waiting passively for the Strogg to overload your defenses with swarms of Flyer Drones flown in from a distance.

If you successfully prevent the Strogg from destroying the EMP Core and run the clock down, the GDF triumph in this battle and the Strogg's mighty orbiting fleet is doomed…

DEPLOYABLE MAP

STROGG

Area 1

Use the beach area for Strogg deployed units. Although there aren't any targets for artillery, it is wise to deploy PSI-Radar and possibly APTs to defend the forward spawn point (and to prevent GDF from getting down on the beach easily).

Area 2

After clearing the second Objective, drop some deployed units around the Transformer building. However, the final Objective is located within the EMP facility to the northeast, but no artillery strikes are allowed. Similarly, there is little use for turrets, so drop a PSI-Radar instead.

GDF

Area 1

Drop a few APTs on the available beachfront terrain to help stop the initial Strogg assault on the Security Controls. While it's possible for Infiltrators to sneak past and teleport behind the Seawall, it puts a real damper on the efforts of Aggressors to plant Plasma Charges at the breach points in the seawall.

Area 2

Place some turrets and artillery here during the first Objective. They should remain useful for the second Objective, too (the turrets at least).

The Strogg can use the network of concrete trenches to avoid some APT fire, but having several APTs still makes it more difficult to gain access into the Transformer building without taking at least some damage.

ROUTE MAP

1. Hack the Security Controls

The direct route to the beachfront spawn point, this is a very short run from the Strogg main base. Secure the beach spawn point to shorten the trip from the beach to the seawall for all Strogg forces. There isn't much danger of the GDF recapturing the point, as most GDF forces tend to focus on defending the Security Controls.

Making it through the forward bunker is useful both for reaching the Security Controls (the eastern hallway feeds directly into the security building basement), and getting to the GDF's forward spawn point to liberate it.

Because both routes lead to key targets, destroying the bunker door with a Plasma Charge is a top priority.

The eastern bunker entrance is good for directly assaulting the Security Controls. Most Infiltrators tend to teleport over the wall around this area, but after blasting open the bunker breach, more Strogg forces can assist in the assault on the security building.

In addition, go up the stairs just inside the building to reach the GDF's forward spawn point, making this route just as important as the blue route for completing the first Objective.

The seawall breach point isn't especially helpful for the first Objective, as it is too far west to allow for quick travel. It is still important to destroy it, as it is key for quickly reaching the Transformer building.

2. Destroy the Transformer

Going through the Seawall breach to reach the Transformer building is the quickest route for the Strogg. However, the center bunker route isn't significantly slower if the seawall breach is unusable for some reason (a highly proficient Covert Ops sniping, for example).

Rather than entering the southern entrance to the building, try going around to the north side and go in through the door that the GDF normally use. When timed properly (use PSI-Radar to monitor GDF positions), it's possible to emerge from behind GDF troops just as they enter the building.

Even if the GDF manage to take you down, the time they waste (and hopefully losses they incur) can be helpful for other Strogg troops assaulting the Transformer.

3. Destroy the EMP Core

There are quite a few direct routes that lead to the same place—the duct chamber that is the target of all Infiltrator Flyer Drones. While it isn't necessary for Infiltrators to be in the room, it is important for all other Strogg forces to periodically sweep the room clear of any GDF.

Following this route along the eastern side of the complex eventually leads back to the GDF spawn point and the "cage" where you can attack the GDF attempting to defend the EMP Core.

You can take an identical route along the western side of the complex, since either path takes about the same amount of time. It is also meaningful to attack the GDF right at their spawn point.

The GDF spawn on an upper level and there's a way to get *below* their spawn point and attack them as they drop down and move south.

STRATEGIC MAP

STROGG

Strogg 1

This is the Strogg main base. Unlike almost every base in the entire game, there are *no* vehicles here. This is the initial spawn point for the Strogg forces.

Strogg 2

The Beachhead spawn point isn't a huge positional improvement from the Strogg base, but it is a bit closer. Secure this spawn point before attempting the seawall assault.

Strogg 3

The central bunker is a key breach point during the first Objective. Have a small team with at least one Aggressor assault this target and open the blast door. The resulting path from the explosion allows for easy transit to the GDF's forward spawn and the Security Controls.

This point is also likely to be more heavily contested than the other breaches, as it is closer to the GDF's spawn location and has a rather inconveniently positioned MG Nest. Toss a few Shrap Grenades inside to dispose of any GDF.

Strogg 4

The Seawall breach isn't vital during the first Objective, but because it is unlikely to be heavily defended. Have an Aggressor sneak up and plant a charge during the attack of the Security Controls. It is important to have this breach opened before the assault on the Transformer begins.

Strogg 5

The eastern bunker route is just as important as the center bunker. Blasting it open provides easy access to the security building for all Strogg forces. It is difficult for GDF to disarm a charge once it has been planted, so blast this breach early in the match.

Strogg 6

The Security Controls are located in the basement and the GDF's forward Bunker spawn point is upstairs on the center level. There is a third floor with an MG Nest, but its positioning makes it somewhat less dangerous than the MGs located in the center seawall bunker.

Strogg 7

The Geothermal Transformer is located in the basement. Successfully planting a Plasma Charge on it usually requires clearing out the bulk of the GDF forces in the building, as the Transformer is dangerously exposed to GDF fire from all sides.

The middle level, which overlooks the Transformer in the basement, is accessible from the south staircase entrance to the building. Send several Strogg troops to the middle level to drop grenades and shoot down at any exposed GDF troops.

Strogg 8

The EMP facility in the northeast has no entry point, that is, until the Geothermal Transformer backfires and triggers an explosion that blasts this entire corner of the facility. Once opened, Strogg forces can begin the assault on the final Objective.

Strogg 9

The single room with two vent shafts leading into the EMP Core is located here. Have Infiltrators pilot their Flyer Drones through one of the vents and detonate the Drones by the EMP Core.

Beware of GDF troops setting up shop in this room, because Flyer Drones *must* pass through this area to reach the Core. It's wise to patrol this room and clear out any GDF presence before returning to protect the Infiltrators.

Strogg 10

Don't forget to sweep out the "cage" area and the GDF spawn point. Clearing out GDF infantry in the cage removes their last line of defense to protect the EMP Core. Similarly, attacking the GDF spawn point directly can seriously delay the GDF defenders. This should provide enough time for multiple Flyer Drones to destroy the Core.

GDF

GDF 1

The initial GDF spawn point is unique in its vulnerability. It is one of only two defensive spawn points in the game that can be lost to the offense. The Bunker building spawn point is located on the center floor of the same security building that has the Security Controls in the basement.

It is vital to hold this spawn point, as losing it results in respawning back in the bunker in the northwest of the map.

GDF 2

The southeast dock has a pair of Platypus that can be used as mobile MG platforms to harass the Strogg on the beach, or make a run at recapturing the Beachhead spawn point. You can also travel to the small island just east of the Strogg forward spawn point and set up shop with a heavy weapon or sniper rifle.

GDF 3

The center bunker is the only one of the three seawall breach points that is relatively easy to defend. There are two opportunities to build MG Nests, so do it right away.

It is possible to hop out of the window and disarm a Plasma Charge planted on the bunker door. Also, use the window as cover to take down Strogg forces attempting to get close to the door.

GDF 4

This rear spawn point is the fallback spawn if you lose the Bunker spawn point during the first Objective and the spawn during the second Objective. It's a long trip back to the Security Controls during the first Objective, so make retaking the forward spawn a priority.

During the second Objective, this spawn is located roughly the same distance from the Transformer as the Strogg spawn is down on the beach, so you aren't at a disadvantage in terms of transit time to the Objective.

GDF 5

The Hangar spawn point serves no useful purpose during any stage of the battle. You can spawn back here and head out to the western dock to reach more Platypuses, but that's about it.

GDF 6

Two Platypuses are located at the western dock. To access the, use the Hangar spawn point.

GDF 7

The final GDF spawn point is located at the rear of the EMP facility on a raised platform that is inaccessible to the Strogg.

GDF 8

This is the EMP Core and the final defensive Objective. This can only be defended by destroying Infiltrator Flyer Drones as they are flown into the EMP Core.

GENERAL

General 1

Several of the buildings behind the seawall have ladders. These buildings provide excellent vantage points for defensive snipers during either Objective, and it is even possible to cause some damage to the Strogg as they spawn in front of the EMP facility during the last Objective. Using the elevation as cover, they must deal with you or take damage and losses before they even get inside the facility.

THE POWER OF MANY

Enemy Territory is a game of team play. Better teams have better chances for victory. While there is great room for individual skill and growth, the focus on team play extends to all areas of the game. Mixed Objectives require different classes, so the team's composition comes into play. The varying defensive and offensive situations and an emphasis on constantly responding to the changing conditions on the battlefield as a whole team, rather than as individuals, force those that want to win to adopt a team mindset.

Learning to play as part of a team in *Enemy Territory* is not a difficult task. Every aspect of the game is designed to reward you for helping your team, and coordinated teams defeat groups of individuals every time, even if the mavericks are more skilled.

Mostly, playing as part of a team simply means staying focused on the current Objective, but there are a few points worth bringing up.

1. *Stay constantly aware of the battlefield situation.* What is the class roster for your team? Does it suit the current situation? Do a few players need to change classes, or focus on a different battlefield role? Is good progress being made towards the current Objective, or has the defense stymied your team? If you're defending, is there difficulty slowing or stopping the offense?

2. *Pay attention to what the enemy is doing.* If your current strategy isn't working, and you're getting bogged down on an Objective (or losing Objectives too quickly as defenders), take a moment to evaluate the problem areas, then make a few suggestions. A mental shift for your team and a slightly different strategy can pay off when the current tactics simply aren't working.

3. *Figure out what you can do to fill a critical hole on your team.* It may be as simple as changing to a needed class, or it may be somewhat more subtle. Important jobs could be: a) suppressing a strong vehicle player or defender on the opposing team, b) drawing defenders away from an Objective, c) tackling an Objective from an unusual route, d) providing your team with vehicles, health, ammunition, and artillery, or e) infiltration and intelligence.

A strong team has an almost organic response to battlefield situations. Frequently, skilled teams adjust their classes and play without even consulting one another; they automatically fill holes in their strategy, and viciously seek to exploit weaknesses in their opposition, all while remaining focused on the completion or defense of Objectives.

A weak team is a large group of individuals, unfocused on the Objectives, acting out their own whims in an almost random manner. They rarely use support classes effectively, rarely play support roles, foolishly rush into strong defenses directly, do not attack or defend as a group, and generally show no cohesion as an effective fighting force.

Generally, the former is more likely to show up in organized clan play, and the latter on public servers with many new players. However, elements of good play often appear first on public servers. Indeed, such play may drive you to join or create a clan and look for more organized matches. As *Enemy Territory* ages, expect to see the level of play on public servers rise in general.

FAVORITES!

A great way to both play more organized public games and find players and clans who are fun to play with/against is to frequent the same servers often. If you randomly pick servers to join, odds are, you won't run into the same players frequently—or ever.

On the other hand, if you pick up a short list of favorite servers, possibly servers that have web pages with an active forum community, you have a much better chance of running into regulars who will recognize you.

Also make a point of adding players you enjoyed playing with to your friends list. Over time, they may become clan mates or friendly rivals, both of which increase the quality of your playtime.

ORGANIZED PLAY VS. PUBLIC SERVERS

The difference in team play, organization, efficiency, and skill level between your average clan game and your average pub server are almost incomparable. Not only do clan matches frequently use slightly different server rules, the tactics and execution tend to be at a much higher level than those on a pub.

If you find yourself enjoying the game but beginning to grow frustrated with the lack of organization on public servers, it may be time for you to seek out a clan. Similarly, if you find yourself beginning to top out the scores in multiple categories consistently, you need to either find a pub frequented by more skilled players, or join a clan and start looking for some matches.

Your level of commitment and interest in the game have a strong impact on how much enjoyment you may find in organized play. If you're content playing on pubs occasionally to relax, you may find the more rigid rules and organization required to play in clan matches not to your taste, not to mention the additional time required to set up and play the matches.

However, if you play *Enemy Territory* regularly and find that you greatly enjoy the team play aspects of the game, or your skill is beginning to plateau on public servers and you seek greater challenges, we strongly recommend that you at least make an effort to find a clan and get into some organized games.

There are as many types of clans as there are players, from ultra-efficient organized clans who play practice matches regularly, discuss tactics, argue endlessly about game balance, and spend hours online, to much more casual clans who are mostly real life friends who simply enjoy the company of friends while playing online.

Finding a clan that fits your temperament is extremely important if you're going to enjoy the experience.

WHAT IS THE VALUE OF ONE SECOND?

Winning a match in *Enemy Territory* is all about controlling time. How long before you destroy the Objective? How long before you respawn? How long before your enemies get to the Objective? How long until your vehicle respawns? How long can you hold a defensive point? How long does it take you to reach the final Objective?

This may not be immediately apparent as you begin to play the game online and begin to grasp all aspects of playing *Enemy Territory*, but winning or losing matches is decided by the team that makes the best use of their time, and denies their enemy the same.

Every kill isn't just racking up another frag, it's ultimately denying the entire enemy team a potentially vital class or player for up to 25 seconds, and possibly much longer, depending on the distance to the current Objective.

Similarly, on defense, every second you hold an Objective early in a map is a second you don't need to hold the final Objective, should the offense push that far. On offense, every second you gain early is another second you have to crack the final defense on the map and win the round. There are many ways to gain time for your side and run down the clock for your opposition. Fighting well is only one, and the most basic.

Yes, killing lots of people in a vehicle may be fun, and it might get you on the scoreboard with most kills at the end of the match, but that doesn't mean much if you lose the game because you weren't killing the *right* targets or assisting in the mission.

However, if you use the vehicle in a carefully planned manner, and stymie the efforts of their offensive Objective-claiming classes, or repeatedly take out their best defenders, you're denying your opponent their most valuable resources.

But if you spend your time shooting at the one player sent out to deal with you, at best you're tying up that one player, and at worst you're denying a powerful vehicle from another player who could use it in a much more effective manner.

THE POWER OF A TIMER

Here's something to consider. The topic of spawn timers (and item timers) is an explosive topic online, and has been since the first days of *Quake*. More than a few clan players have had a clock positioned near their computer during a match...

Whether you resort to such methods or not, it is vital that you fully understand the significance of time as it relates to winning or losing a match. Understanding the impact of every action taken during a match in terms of time gained or lost already puts you one step above many players.

Always consider the implications of your actions as they relate to winning or losing the match. Throwing down medpacks or ammo might not seem exciting, but if your supplies allow your teammates to hold a point for even a minute longer, or take an Objective a minute sooner, that might be long enough to win the game, whatever the scoreboard says in the end.

This relates to every action made from the moment you join the server, until the last seconds trickle away. What class do you pick? What route to the Objective do you take? How do you defend? How do you attack? What vehicles do you use? Which of your weapons and tools do you use? Who do you attack?

This tactica is designed to answer those questions and more. It is a flat, cold truth that text on a page is just that: text. Words cannot help you become a truly skilled player, but the concepts expressed here *can* help to guide your thoughts, and thus, eventually, your actions. When your own raw skills are combined with a sharp and calculating mind focused on victory, you become a valuable asset to any team, and a nightmare for any opponent.

PLAYING TO WIN

Playing to win isn't everything. There is, of course, that little thing known as *fun*.

Nonetheless, this guide is written with the assumption that you are seeking to mercilessly crush your foes and come out on the winning team every time, or at least most of the time.

You do not need to play in 100% cold hard efficient mode every second on every pub you hop onto, but we're going to give you the tools and hopefully the mindset to be that player when you want or need to be.

WE APOLOGIZE TO OUR BIOMECHANICAL BRETHREN

In the interest of brevity, in any case where a class from the two sides is referenced in this text, we've used the GDF equivalent.

There are some notable differences between the classes, but these are discussed in greater detail in the Armory section of this guide.

Here we're focusing more on the broader role of the classes, so unless the differences are relevant to the advice being given, a Soldier is an Aggressor, and a Covert Ops is an Infiltrator.

No prejudice is intended towards any Strogg in the audience—promise.

CHOOSING THE RIGHT CLASS

Which class you choose decided by two important factors: 1) what class(es) you are most skilled with, and 2) what class is most needed at that particular moment in the match. The first factor can only be determined by you, but there's definitely advice to be had for the second.

On public servers (instead of in organized play of any sort), playing whatever class is necessary to tackle an Objective, or defend an Objective is *always* a safe bet. There are always players on a pub who want to play their favorite class (or just goof around in vehicles), but there aren't always players who want to hit the Objective—or are even aware of it! Everyone was a newbie at one point...

If something needs to be blown up, and you only see one or two other Soldiers on an 8v8 server, go Soldier. If you don't see any turrets at an easily defended critical Objective, go Engineer. If there are too *many* turrets up at a defensive position for your offense, go Field Ops. Choosing the most needed class based on the current battlefield situation is always a wise choice.

One useful thing to do upon joining a pub is to quickly scope out both teams and the map in observer mode before diving in. Take a look at the area around the current Objective, check the team class compositions, and then choose your class (and side, for that matter), based on the current battlefield conditions.

In organized play, such class decisions may be less desirable or necessary for a smoothly functioning team. Typically, any clan is going to have players who specialize in certain classes, but enough proficiency with all classes to rapidly switch roles to respond to the current situation.

Generally, just before a new Objective becomes active, having the whole team swap to appropriate classes and respawn is a very basic, but important, tactic. Discussing class choices and class switching prior to a match is advisable, though there are going to be times when you simply must make a judgment call in the heat of a match to switch classes and perform a vital task.

DEVELOPING YOUR CLASS SKILLS

Choosing your favorite class is usually pretty simple—everyone has a certain predilection for one class or another. Some people love supporting their team as a Medic, others prefer to be camping up on a mountain with a warm campfire and a high caliber rifle close at hand. Others prefer to hunt such mountainside game.

Whatever *your* favorites are is all that really matters. You can certainly play all ten classes (and with a good level of skill, once your basic talents have reached a certain point), but odds are, unless you play *relentlessly*, you're never going to match the individual talent of another player who focuses on a handful of the classes.

THE 11TH CLASS

There is one other considerably important "class" in the game, and that is the vehicle specialist. Learning to use all the vehicles well is an extremely important skill for every class, on every map, and on many Objectives.

Your vehicle skills are not tied to your skill with any one class, nor are they tied to your general FPS skills. You must develop your *Enemy Territory* vehicle talents with constant practice with each of the vehicles. Some are relatively straightforward; it isn't hard to zip to a destination with a Husky. It's a little harder to consistently run people down on the way. It is harder still to be a truly lethal Anansi or Tormentor pilot...

Becoming a vehicle specialist can be incredibly useful, as such skills serve you well on almost any Objective in the entire game.

Another issue that may or may not be a concern for you is that clans often seek out highly talented players of specific classes to fill a slot for organized play. If you're a truly talented player, such specialization may not matter much (quite a few skilled players can switch from class to class with ease). But depending on your own skill level, and how much time you have to devote to improving, focusing on a few areas of the game may give you a better chance of becoming involved in serious organized matches. These are, trust us, some of the most fun and finest challenges you can ever experience.

CHOOSING THE RIGHT ROLE

Beyond choosing a class, you also need to understand what your role is for any given map, during one specific Objective. It may be that you need to directly assault and destroy or capture an Objective, or you may need to set up defenses, or you may need to support other players in an assault indirectly. Each of the classes fits into a variety of different roles with varying degrees of aptitude, and your own skill plays a heavy part in this as well.

Regardless of your skill, no class except the Medic or Technician can heal other players, no class but the Soldier or Aggressor can destroy demolition targets, no class plays better outdoor defense than a skilled Engineer with turrets, mines, and a powerful vehicle to repair, and so on.

The strengths of your class as they relate to the varying Objectives within a level determine what roles you can (and should) play. On a basic level, understand what each class brings to the table in terms of weaponry and tools, and how they aid in tackling an Objective, offensively or defensively. However, it is also important that you play a role that is useful to the team, suits your own skills, and is relevant to the current Objective.

You might be the best sniper on earth, but if an Objective needs to be blown up and there are no Soldiers on your team, you are currently the worst team player in the world. Conversely, if you're covering an approach of three Soldiers towards the Objective over open ground and you take down four incoming enemies before they can stop the last surviving Soldier from planting explosives, you are once again the best sniper on earth...

OFFENSIVE ROLES

DIRECT OBJECTIVE ASSAULT

This is the most straightforward role and it is dictated by the current Objective on the map. It may require that you play a specific class, it may not. Whatever the case, your entire attention should be focused on achieving the Objective by any means necessary.

If you have a strong support team, you may be able to go in after they have mopped up, and tackle the Objective with little or no resistance. But if your offensive support is weak, or the defense is especially strong, a greater burden is placed on your shoulders. You must find a way to get past the defenders and the defenses to tackle the Objective.

To begin with, when you're going after an Objective that has multiple approaches, do *not* use the most common frontal route. A few extra seconds lost to taking a more circuitous route can easily be regained by giving you a flank or rear assault position on any defenders or turrets in place, and may allow you to completely avoid combat until you are near the Objective.

Additionally, when you do get near the Objective, don't rush in without first taking a second to scope out the terrain. Listen. Are there mines near the Objective? Turrets just out of line of sight? Defenders in unusual positions? A hovering aircraft that may move off when it spots a target? Figure out exactly what obstacles must be overcome, then figure out what you need to do to remove them.

If you have approached the Objective unseen, you should have enough time to get an accurate overview of any defenses in place, and spot any weak points to exploit. Choose either a direct route to the Objective that avoids conflict, or a path that you can attack from and provides an advantage. Hitting defending infantry from an elevated position with cover, or from behind or the side while their attention is focused on other threats can allow you to take down two or three defenders with a decent chance of success—something that is normally suicide if you were to approach in clear line of sight to the defenders.

Additionally, you need to consider if using a vehicle can help you achieve your Objective. Most vehicles tend to be far more visible than a lone infantry target, and they are vulnerable to a greater range of defenses. However, in certain cases, they can either get you to the Objective more quickly than traveling on foot, or may allow you to attack the Objective from a different angle entirely. Frequently, using a quick transport vehicle and then ditching it for a final approach on foot works quite well.

The key point about playing your role in Objective assault is to keep *all* your attention, and *all* your efforts focused on the Objective, whatever it is. Let the other players on your team worry about placing deployables, reviving teammates, and taking out defenders and defenses. Your goal should be the successful completion of the current Objective, as quickly and efficiently as possible.

DEFENSE DESTRUCTION

An offensive support role, going after the defenses around the Objective is vital if the players on your team attempting to complete the Objective are going to have a chance of succeeding. Taking down mines, turrets, artillery, vehicles, and enemies near the Objective are all important. Because taking down hard targets requires different tools than infantry, evaluate the level of defenses around the Objective to determine which class you should use.

Lots of clustered turrets and artillery pieces make ideal targets for your own artillery barrages, with the added benefit of clearing out nearby infantry, and possibly mines and some light vehicles as well. Go Field Ops, drop your basic artillery, and call down artillery strikes around the target. While your artillery is reloading, tackle the Objective directly, either on foot, or using an offensive vehicle. You can also take down fixed defenses as either a Soldier, or by using your own vehicles.

As a Soldier, finding a nearby lofty vantage point and raining explosives down on their defenses works quite well. You can usually find a location that isn't covered by an anti-personnel turret and guarantees that either the defenders must dispatch one or more infantry to stop your barrage, or lose all their fixed defenses.

Get some anti-vehicle tools if the defenses have many actively controlled vehicles. A Soldier, or a Field Ops with anti-vehicle artillery, or an Engineer with your own offensive vehicle all work well. Additionally, most ground-based vehicles are vulnerable to aircraft, so if that is an option, you may wish to take to the skies. Using your own vehicles renders you vulnerable to the defending team's anti-vehicle weaponry, so you may need to tackle their vehicles as a Soldier or a Field Ops.

Finally, if their defenses are largely infantry based, you need to go in as either a Soldier for the direct push, a Medic, to support the rest of your infantry, or a Covert Ops, to infiltrate their defenders. Once infiltration is complete, you can then backstab infantry, hack defenses, or provide intelligence on their positions to your team. Going after their infantry in some offensive vehicles as an Engineer may be an option, but it depends heavily on the vehicles available to your team, and the terrain around the Objective.

DISTRACTION

Distraction is achieved any time the defenders are focusing on you, and not the players on your team trying for the Objective. If you're tying up even one defender, you're at least achieving parity, but if you can tie up two or more for an extended period of time, you're doing a great job, and weakening their defenses substantially.

There are many ways to accomplish a distraction mission; simply being spotted and then heading for cover in a direction *away* from the route taken by your Objective runners is a simple method. Another is to exploit their behavior.

If you can anger or annoy defenders by sniping them repeatedly, they may go out of their way to pursue you, possibly taking vehicle resources, or even better, changing their class to hunt you down specifically! Revenge is a powerful catalyst. Similarly, using light agile vehicles and harassing the defenders by attacking and then retreating repeatedly often causes them to seek you out, as you are perceived to present the greatest threat to their position.

Remember that when your role is distraction, you *want* to be spotted, and you want to be spotted by as many of the defenders as possible, as often as possible, without being killed instantly. Indeed, you don't want to just get spotted, you want to be on their mind—and whether you get there by a carefully aimed sniper shot, a tank shell, or rockets from a hilltop, the point is that *you* are the highly visible, and highly irritating target, not your teammates who are going for the Objective.

Going around behind the Objective and assaulting their spawn point can also work well, though you need to be careful. The maps are laid out in such a way that many spawn locations are easily defended and deliberately have poor cover for players trying to attack them.

Try to come at the spawn from an odd angle, and then get the attention of a few stragglers just after a spawn cycle. If you pull two or three of their team off to chase you *away* from the Objective, you've done a fantastic job, even if they kill you after just a few seconds. This allows you to respawn in a position closer to the Objective, and they have to turn around and get back to it—possibly in a weakened state. If you manage to kill them off, even better!

SPAWN TIMING

Abuse the spawn timer. That is, pay attention to the timer of the enemy spawns, and watch your *own* spawn timer. During distraction operations, if you deliberately attack a fresh enemy spawn seconds before your own respawn, and then either die or intentionally suicide to respawn, they are out of position, and you are back heading for the Objective with full health and ammo.

Distraction can be done by almost any class, though Engineers are perhaps least suited for it. An Engineer who has already placed all their mines and has a healthy turret can do distraction work, but they usually aren't needed for an offensive push. If they are, it's usually for the Objective.

One last point about distraction, if you're going to use a vehicle, and you're good at staying alive for extended periods of time, remember that you are denying your team the use of that vehicle. Make *sure* it isn't needed by the primary offensive thrust for taking out defenses before you go driving (or flying) off into the bushes with it.

OFFENSIVE VEHICLE SUPPORT

VEHICLE OVERVIEW

Vehicle support varies heavily based on the current map and Objective. Some Objectives have no vehicles present for your team, or light vehicles with no combat vehicles present. However, a good number of the Objectives throughout the game do have a range of offensive vehicles present, and effective use of those tools is vital to a powerful offensive push.

Precisely how you use the vehicles to greatest effect varies on the map and Objective(s), but it also varies based on the actions of the defenders. If they are slow to respond (or do not respond) to your usage of an offensive vehicle, you can wreak havoc on their defenses, destroying fixed defenses and taking down many times your number in infantry before you are finally killed. Using vehicles to support an offensive push is almost always a good idea, but you need to do a check of the current situation before you go flying or driving off.

If your team has enough critical class members for the current Objectives, and other important offensive roles are being filled, odds are that going for pure vehicle support is a safe choice. However, be sure to keep an eye on the battlefield to determine when (or if) you should switch to a different offensive role.

Of the various offensive vehicles, the main offensive tools are the GDF Titan and Anansi for ground and air, and the Strogg Desecrator, Cyclops, and Tormentor for ground and air. The GDF Trojan is also a vital anti-air vehicle, should the Strogg present a serious threat with Tormentor assaults, or constant Icarus usage.

The GDF can also mount a decent ground or air mobile gun assault with the Armadillo or Bumblebee, but beware. Loading either of those vehicles with multiple players to exploit their firepower makes for a *very* tempting target for the entire Strogg team. Occasionally a team push in either vehicle can be effective in some situations; just be sure to consider the consequences if you are to be shot down with a full vehicle.

The Husky, Icarus, Armadillo, Bumblebee, Platypus, and Hog are most frequently used for simple rapid transport, and then discarded. The Trojan makes an excellent transport on some maps, and though it is somewhat slower than the other dedicated transport vehicles, it is more heavily armored to compensate. Of the transport vehicles, the Icarus and Hog are notably more offensive, as the Stroybombs on the Icarus combined with its powerful mobility make it a dangerous tool. The Hog is too fragile to be a serious vehicle support weapon, but its ability to ram targets is worth considering if you have no access to heavier vehicles, either due to the current vehicle selection, or because the heavier vehicles are destroyed or being used by other teammates.

When playing vehicle support with the heavy vehicles, an Engineer or Constructor makes an ideal driver or pilot, as they can withdraw from combat, repair the vehicle fully, then re-engage—and sometimes even repair in combat! This also gives the Engineer and Constructor an extremely useful role in offense, given that they are normally a much stronger defensive class.

PRIMARY VEHICLE USAGE

Assuming that you're making use of a Titan, Desecrator, or Cyclops on the ground, or an Anansi or Tormentor in the air, there are some common considerations when it comes to using them to support your offense.

First off, all the heavy ground vehicles are greatly resistant to small arms fire. Grenades do moderate damage, but you are only truly vulnerable to a *large* mass of infantry with light weapons, or dedicated anti-vehicle weaponry. There are a great many anti-vehicle weapons in the game that you need to be wary of, but the majority of them require a conscious effort on the part of the defenders to utilize. A team that ignores you while you rampage with a powerful vehicle either quickly learns and adjusts their tactics, or there will be a good chance to take out all their fixed defenses and a good chunk of their team before you go down—if you go down at all!

The aircraft are significantly more vulnerable; even light weapons can take them down without much difficulty, though only if you are foolish enough to present a slow moving or close-range target. However, they are airborne. A skilled pilot in either of the aircraft can be an absolute terror to defenders. You can safely sit at range and bombard a fixed defensive position with powerful explosive weaponry, taking down ground based mines, turrets, artillery, vehicles, and infantry with impunity.

If the defenders are being somewhat active in targeting you, or there are enemy aircraft present, you must do more than simply hover at a distance firing at ground targets. If the dangers are ground based, you can constantly shift your position making strafing runs over the target, or orbiting the defensive position at range, maintaining your distance, changing your location, and pelting the defenders with heavy fire.

If the enemy is dispatching their own aircraft to handle you, you have a dogfight on your hands. Because of the size of the terrain and the height restriction on your flight, as well as the dangers of tall buildings, trees, mountains, and other obstructions, close-range aerial battles tend to be short and messy, with either you or your opponent going down in flames in short order. The assistance of your team in taking down their air power can be a huge asset, allowing you to dominate the skies and provide air support for the duration of a match.

Back on the ground, when you are rolling around in a Titan, floating in a Desecrator, or stomping across the battlefield in a Cyclops, keep in mind that all three have similar uses. They all have a powerful main cannon, and all are heavily armored.

The Titan and especially the Desecrator are both surprisingly maneuverable for heavy ground vehicles. Of the two, the Titan is tougher, but the Desecrator is more maneuverable. The Cyclops is substantially slower and less agile than either of the other two, but it is yet more heavily armored, and packs more offensive punch to compensate.

For the Cyclops, it is best used at a distance, or behind heavy cover where it can plant itself and unload a constant barrage of fire at a fixed defensive position. The Titan and the Desecrator, however, can be used as close-range armor support for an infantry push. They are fast and nimble enough to navigate awkward terrain, and can run over enemy infantry or take them down with a single shot.

Bringing either the Titan or the Desecrator into close-range infantry fights renders them much more vulnerable to infantry anti-vehicle weapons, but they can project power more easily than at a distance. The added threat of squashing infantry, as well as using their bulk to shield your own infantry and the simple psychological threat of their presence are all reasons to bring them along with an infantry push, or to guard an Objective while the key classes tackle it.

For all the heavy assault vehicles, a nasty tactic is to take them into enemy turf, past the current Objective, and attack their spawning infantry while damaging or destroying their parked vehicles. The combination of the distraction, and the kills and damage dealt can be brutally effective at delaying the defenders' response to your offensive push. Limiting their resources, players and vehicles, can devastate an enemy team and become the catalyst that swung the tide in favor of your attacking team.

You may also want to focus just beyond the Objective, not quite all the way towards the enemy position (where you are likely to be unsupported), but near enough to have some infantry support. This way, you can unload fire on respawned defenders as they close with the Objective, provide warning of incoming vehicles or infantry, and possibly damage or delay a defender response long enough for your offensive team to tackle the current Objective.

Finally, moving a heavy vehicle around behind a defensive position can offer an excellent vantage point to deal serious damage to the defenders. Turrets are often pointed the wrong way, there are usually few or no enemy infantry in the area, and you can often find a clean line of sight that may not be present from a frontal position.

Effective usage of vehicles in an offensive support role is a *very* powerful asset to your team, but they cannot complete Objectives, revive fallen teammates, distribute ammo, call in fire support, or any of a dozen other useful tools and weapons that infantry can call on. Be certain that your vehicle usage is an asset, and not a detriment to your current Objective before driving off into the sunset.

DEFENSIVE ROLES

PRIMARY OBJECTIVE DEFENSE

The single most critical role defensively, and the most obvious is that of Objective defense. Whatever the current mission target for the offense is, your job is to stop them from completing it. Unlike Objective offense, Objective defense is not specific to any one class, and requires both the services of all classes, and a focused team effort on defending the Objective. Because of this increased demand for teamwork, defense is generally more difficult than offense. However, there are some powerful tools at your disposal for defense, and even a few players skilled at Objective defense can throw a wrench in the offensive team's war machine.

At a basic level, the Engineer is often one of the most useful defensive classes, with the Medic following behind. The ability to drop powerful defensive turrets, lay multiple mines, and still fight with decent weaponry makes the Engineer the premier defensive class. Only during indoor Objectives, where the Engineer cannot make use of the various turrets, do other classes approach parity in a defensive role. There are several points to consider when attempting to defend a primary Objective.

Figure out the origin of their attacks, or where they are likely to come from, if they have multiple avenues of assault.

Discover what they are attacking with. In the case of class-specific Objectives, you already know that at least some of their offense is going to consist of that class, giving you an idea of what types of weapons and tools you must face. However, that's just the start. You're going to face other classes in the mix, and the number and their composition changes your defensive options and tactics.

If they're making heavy use of artillery, get artillery interceptor turrets up, and adjust your defensive deployment. If they are bombarding you from a distance with rockets, or sniping your position, get your own sniper. If they are making heavy use of vehicles, bring your own vehicles, Soldiers, anti-vehicle turrets, artillery, and other anti-vehicle tools.

A heavy close-range ground push with infantry may necessitate many Medics to keep your team from making lengthy runs from their spawn point. They can also litter the area with health, and boost your team's overall health level.

The primary focus of your Objective defense, both as an individual and as a team should be delaying the offense for as long as possible, ideally grinding their push to a complete halt. The various Objectives in each mission have wildly varying defensive profiles; some are much more difficult to defend than others. Similarly, certain Objectives are almost built for the defenders to stymie the offense.

On Objectives that favor the defense (due to terrain, spawn distance, vehicles present, or other factors), it is *vital* that you take advantage of those strengths and use them to their fullest to halt the offense. If a difficult Objective is blitzed by the offense, you may find yourself in an untenable position on a final Objective, with too much time remaining on the clock to halt the inevitable offensive push.

In situations where it becomes clear that you are going to lose a non-final Objective, fall back immediately to the next Objective location rather than wasting more of your team's precious time, and begin setting up defenses. If you and the rest of your team are out of position when the Objectives shift, you may be handing the offense two Objective completions in a row.

AGGRESSIVE DEFENSE

There is more to defense than simply setting up a nest of turrets and mines around a fixed Objective and then sitting on top of it. If you are static and predictable in your defense of an Objective, inevitably, any competent offensive force is going to find the weak spot in your armor, crack it open, and claim the Objective in short order.

By playing defense in a highly aggressive manner - laying siege to the offense's spawns, and pushing out towards the attackers before they ever close with the Objective - you can still their momentum and bog them down in meaningless firefights far from the Objective.

Aggressive defense is essentially an invert of the distraction role for offense. Rather than distracting and luring away defenders, you are distracting and killing the offense. As with the role of distraction on offense, before you decide to go hunting towards their spawn point, be certain that the Objective itself is well-defended. If your entire team of defenders runs off to engage in glorious battle with the offense, odds are that a single player is going to complete the Objective, shift the terrain for the offense, and render your efforts completely useless.

When you are certain the Objective is well-defended, however, it is time to take the fight to them. Reclaim any forward spawn point they may have. Damage or destroy their unused vehicles at their spawn points. Set up mines on commonly used routes to the Objective. Camp out with a heavy vehicle near a primary assault path. Sneak into an infantry push as disguised Covert Ops and reveal yourself at a critical moment—ideally with a knife or spike in the back of a player trying to interact with an Objective…

For Objectives where the offense has a forward spawn point to claim, constantly retaking that location should be your primary Objective. By denying them a forward spawn, you force their entire team to respawn farther from the Objective, wasting more time. Additionally, reclaiming the spawn destroys any deployables placed on the controlled ground, and eliminates another source of vehicles for the offense.

After reclaiming a forward spawn point, either immediately move away if you suspect you cannot hold it against a push, or wait near the spawn point in a concealed location and ambush any member of the offense attempting to recapture it. Planting mines at entrances to the spawn is a nasty tactic for Engineers, but any class can lay in wait for someone to turn their back while they attempt to claim the spawn.

Beyond reclaiming a forward spawn point, on Objectives where there is no forward spawn, or if your team is regularly retaking it, consider pushing out towards their rear (or only) spawn, and engaging the offense well before they reach the Objective. Aircraft and heavy ground vehicles are ideally suited for this role, as unprotected infantry trying to run across open terrain or travel in lightly armored transport vehicles are just target practice. Even if they do emerge in heavier vehicles, at worst you're likely to go down having done some damage, and at best, you destroy their heavy armor or aircraft before it can be brought to bear on your defense.

Another key benefit to aggressively attacking the offense is that in many cases, they simply don't expect it. They are usually focused almost myopically on the Objective, and that focus can be fatal when you are a sniper in a concealed location above and *behind* their spawn, targeting them from the rear as they move in nice straight lines away from their spawn location. Similarly, mixing in with the offense as a disguised Covert Ops or even hitting them overtly with rockets as a Soldier can damage, kill, and distract several members of the offense.

On *any* Objective where you spawn closer to the Objective than the offense, trading kills near their spawn is always going to be a benefit to your team and a detriment to theirs. If you manage to kill multiple players before going down, or inflict serious damage and destruction to their vehicles, so much the better.

To emphasize one more time, do *not* go off on an attack mission if your actual Objective defense is not set up solidly. Frequently all it takes is a single player to complete an Objective, and if you don't have alert and active players watching the Objective, one skilled member of the offensive team *will* take down the Objective, regardless of the number of turrets and mines nearby; deployables are no match for even a single human player with some smarts.

VEHICLE SUPPORT

On defense, vehicle support plays an equally important role for as it does the offense. Properly used, heavy vehicles and aircraft can help to completely shut down an offensive push. The key benefit to using vehicles on defense is that the slower, stronger vehicles often have less distance to travel to become effective in battle. On several missions, the offense must actually either spawn back from their closest spawn point, or run/drive another vehicle back to an earlier spawn location to acquire a heavy vehicle.

The defense is always falling back to a new location, frequently one that contains new vehicles ready for use. Destroying the offense's vehicles is often much more damaging in terms of time lost than it is for the defenders.

Again, Engineers shine for vehicle support on defense. They can set up a turret, drop their mines, and then hop in a powerful vehicle and use it to defend the Objective, repairing it after each engagement. Even Engineers out of vehicles can help, hiding behind the cover of a Titan or Cyclops and repairing it as it takes fire from a distance.

The various light and transport vehicles are generally less useful for direct Objective defense, but they are ideal when playing aggressive defense. Using the Husky, Icarus, Armadillo, Hog, and similar vehicles allows you to move towards the offense's forward spawn point and engage their forces long before they reach the Objective.

During missions and Objectives with aircraft present on both sides, or only on the offensive side, it is vital that you establish air superiority at all times. If you do not, your primary Objective defenders and deployables are going to suffer constant ranged bombardment that inflicts heavy damage to fixed defenses, destroys mines, and kills infantry nearly instantly.

If the offense has access to more aircraft than your side, you may need the assistance of either anti-vehicle turrets from Engineers, or Soldiers armed with Rocket Launchers to aid in the takedown of any enemy aircraft.

If you are playing forward defense, you can also aid in securing this air superiority by damaging and destroying their aircraft before they take off. Slapping a High Explosive Charge on a Tormentor or Cyclops or a Plasma Charge on an Anansi or Titan is always good for a laugh—and a large explosion.

When making use of the heavy ground vehicles, decide if you are more effective maintaining a close position to the Objective, or striking out towards the offensive push and engaging early. One serious disadvantage to defending an Objective with a heavy ground vehicle is that the offense often has a good idea of either your exact or general location. There are only a certain number of places to position yourself that are near a primary Objective, and the offensive team is going to know those locations. Plus they can often spot you from a distance while you are engaging closer targets.

This can result in eating long-range heavy vehicle or soldier fire before you even have a chance to respond. Avoid this situation by constantly varying your location (as much as possible, depending on the Objective), and by occasionally moving away from the Objective towards the offense in an odd direction.

It is often highly effective to move ground based heavy vehicles forward to flank the typical offensive route to the Objective, being certain to remain just out of sight. When enough targets pass your location after a fresh spawn, engage them from the side, or even better, from behind. At a bare minimum, this often results in at least one kill before the attackers are even aware of what is killing them, or from where, and in some cases, you may manage to take down the bulk of an offensive push on your own.

A MULTI-FACETED JEWEL OF A PLAYER

Whatever role you assume in battle, always remain flexible. Over the course of a match, you must frequently change your class, your role, and your position on the battlefield at a moments notice to best aid your team.

Whatever class or role you pursue, remember to stay focused on the current Objective. Whether on offense or defense, maintain a relentless push against the other team, and be certain that your actions always have thought invested before running off into glorious battle.

As a general rule of thumb, whichever team has more players focused on the current Objective, offense or defense, is the team that is going to come out on top. In more competitive play, the difference between two evenly matched teams can be razor thin, and a match can very well come down to the actions of a single player—and not a maverick, but rather, the player who was smart enough and fast enough to react to a shifting situation with the appropriate response, to the benefit of his team.

A match can come down to 20 seconds between victory and defeat. Every second you gain or lose for your team counts. Remember that every time you hop in a vehicle, run for the Objective, set up a turret, drop a health pack, activate your sniper scope, or get in a firefight.

Always have purpose; always have a goal.

OFFENSE

The heart of a powerful team offense requires two things: a laser-like focus on the Objective from the mandatory classes, and a support team that can assault and tie up the defense to allow the key classes to do their jobs.

For the key classes, knowing precisely when to hit the Objective, and when to hang back or attack the defenders is vital for clearing the Objectives in an efficient manner. There are times when you must rush the Objective headlong, paying no heed to the defenses, but in most cases, it is wiser to clear the Objective area of any significant resistance before making the final push.

The support team is equally critical, as it is their job to assist the key classes, clearing out defenders, turrets, artillery, and vehicles, as well as supplying the key classes and each other with ammunition and health.

Precisely which classes are needed for any given mission and Objective varies, but it is almost always necessary for the offensive team to change their class composition as the Objectives are completed. A wide open outdoor target area has different weaknesses than an interior Objective.

PRE-EMPTIVE OBJECTIVE ASSAULTS

One of the nastiest offensive tactics possible in the game is to have classes ready and in position for the *next* Objective, just as the previous Objective is about to be completed.

While many Objectives have a slight delay before they can be attempted once a previous Objective is complete (the time it takes for an SSM to blow open an entrance after hacking a Shield Generator, for example), there are quite a few that have a minimal delay.

By having a few players - of the proper class - already in position, you stand a good chance of completing the Objective immediately after it becomes active.

Unless the defenders rolled back their defensive forces early to prepare for the next Objective, the only way they can stop this is to get lucky with a few troops respawning in time to protect the Objective.

Practice this simple technique any time you are playing with an organized team. It is difficult for a slow or poorly organized defense to stop.

THE KEY CLASSES

For each Objective, a different class is needed to complete it successfully: blowing up an Objective requires a Soldier, hacking a target requires a Covert Ops, and constructing a target requires an Engineer. Two Objectives can be completed by any class (driving the MCP to a target area, or delivering a carried Objective).

Even in the cases where any class can complete the Objective, it is often the case that one profession is more effective than others. An Engineer can repair the MCP if needed, a Soldier is a bit tougher if breaking through defenses is necessary, a Medic can heal himself, a Covert Ops can use a disguise, and so on.

During the assault on any single Objective, the offensive team *must* have enough key classes to complete the Objective in a reasonable time frame. Unless you have exceptionally skilled Medics on your team, having a single key class during a push is a risky proposition. If that one player is taken out, up to 20 seconds can be lost to the respawn, and potentially another 10 to 30 to get back to the Objective. In a 20 minute game, that adds up fast, especially if the defenders are smart about taking down key classes.

Precisely how many key classes you can field varies based on the size of your team. With more players, you can afford to have a larger number of support characters, on a smaller team, it may be necessary to have a large percentage of your total team as key classes for each Objective. A larger team also grants more flexibility to field somewhat less vital roles—dedicated Covert Ops Snipers, turrets and artillery of all types, a few players constantly using vehicles, and so on.

THE SUPPORT TEAM

In addition to the core of key classes, an effective offensive team also needs a strong support team, consisting of all non-key classes for the current Objective. In general, at least one Field Ops for artillery, a few Medics to revive key classes and the rest of the offensive force, and possibly at least one Covert Ops, either for sniping support, or for disguise and infiltration, depending on the terrain and the defensive setup.

Engineers are generally less vital on offense than the other classes, but they can still be useful during Objective pushes that have a large number of powerful vehicles present. A skilled Engineer partnered with a strong vehicle can be a nightmare for the defending team. At a bare minimum, one Soldier adds some strong punch to an offensive team, providing either anti-vehicle or anti-infantry support. A core of Medics and Soldiers can deal serious damage to any defensive position, whether it has turret or vehicle support.

ASSAULTING THE OBJECTIVE

For the key classes, going after the Objective varies depending on the map, but many of the Objectives share certain similarities.

SOLDIER/AGGRESSOR (DESTROY)

Both the Soldier and the Aggressor can destroy targets with high-powered explosives. It may be a barricade, or a key defensive emplacement, but whatever the case, it requires the placement and subsequent arming of a H.E. Charge.

You're highly vulnerable to any defender during both the placement and the arming, and getting close to the target that must be blown puts you at risk from any anti-personnel turrets with line of sight to the Objective and any mines that have been planted near it.

Clearing out all of the defenders alone is usually either difficult or impossible to accomplish solo (assuming the defenders are competent), but you can clear out static defenses—if you are given enough time (also rare with competent defenders).

Mines and can be blown and turrets deactivated with explosives: grenades or rockets, or vehicle explosive weaponry. Frequently, it is possible to avoid turrets by exploiting their limited firing arc, but mines must usually be destroyed to plant a charge safely. A Soldier or Aggressor *is* tough enough to take the explosion from a single mine, but defending Engineers or Constructors can plant up to three each, and many teams often field more than one, potentially resulting in many more mines on and around the Objective.

As if mines and turrets from Engineers weren't enough trouble, they can also disarm your planted explosives. Because of this, Engineers should be the number one infantry target for your entire offensive team, followed by nearby Medics.

Although only one H.E. Charge is necessary to destroy a primary or secondary Objective, on primary Objectives, having multiple Soldiers planting multiple explosives is an effective tactic, as the defenders must then disarm each explosive to prevent the Objective from being destroyed.

Simply planting the explosive anywhere on the Objective is sufficient to destroy it, however, making the defenders job much more difficult. If you have the time to provide the luxury of choosing where to place the explosive, plant it in an awkward and/or difficult position for the defending Engineers to disarm.

On top, underneath, in a position that requires the Engineer to climb up or jump down, or at the least, in a position that is exposed to your offense and away from the defenders' spawn and primary route to the Objective are all effective methods of delaying or preventing an Engineer's disarming efforts.

ENGINEER/CONSTRUCTOR (CONSTRUCT) AND COVERT OPS (HACK)

Engineer and Constructor Objectives consist of building or repairing a target. This only requires using their repair tool on the target, but it frequently requires an extended period of construction to build or repair the target. Covert Ops/Infiltrator hacking targets require the use of a hacking tool to hack into a target. Additionally, most of the Objectives require that your full attention be focused on the target for the duration of the construction, rendering you completely vulnerable to active defenders.

Just like the Soldier targets, Engineers or Covert Ops must be standing beside the Objective; mines and turrets are a serious threat. However, because the target is often constructed or hacked for an extended duration, it gives more time for nearby defenders to reach the target, as well as respawning defenders to get back in range.

Unlike Soldier targets, building or hacking progress is saved and cannot be undone by the defenders, though it does slowly decay. Fully constructing or hacking an Objective often requires multiple short build attempts before a target can be completely constructed or hacked.

SUPPORTING THE ASSAULT

Barring situations where all defenders are dead or out of position, it is important that the support team deals with any defenders in the area, and then push forward aggressively to intercept any respawning defenders before they can interfere with a planted explosive, or a construct or hack in progress.

Each player you damage or kill while defending your key classes raises the chances of success on the current Objective. When there are no players present, take down nearby deployables and clear mines. When the immediate area is clear, push toward the defenders and disable their vehicles from a distance, as well as intercepting their infantry before they can get back into position.

Air strikes and artillery strikes are highly effective at clearing out densely packed defenders around an Objective, but air strikes require getting in close to a target, and artillery can be completely stopped by anti-artillery turrets. To allow a single barrage to clear the area, you must get in and disable, hack, or destroy anti-artillery turrets as a priority if the defenders are setting up heavy, fixed defenses around the Objective.

Heavy ground vehicles and offensive air vehicles are also vital for supporting a push. They can engage and destroy enemy vehicles and deployables, and are highly effective against enemy infantry as well, depending on how the defenders respond.

During Objectives where the defenders are highly exposed, a sniper can be a valuable asset. Additionally, both covert classes can disguise and infiltrate defenders to either hack deployables, temporarily shut them down with grenades, or backstab unsuspecting defenders in advance of (or during) a push by the offense.

Medics are useful for Objectives requiring a heavy infantry push. Multiple Medics can be a major hassle for the defense, as they can not only resurrect key classes, but also each other, making a push that much harder to stop, not to mention the constant supply of medpacks or Stroyent for the entire assault force.

SPECIAL OBJECTIVES

THE MOBILE COMMAND POST (MCP)

MCP Objectives present a unique challenge for the offense, as it is essentially a giant mobile Objective that defenders can temporarily immobilize. The MCP has a standard path it must follow to reach an Objective. If it strays from the path, it is destroyed after 30 seconds and a new one is dropped onto the battlefield, back on the main MCP route.

However, 30 seconds can be an eternity in combat, and it is long enough to move the MCP off the main path and back onto it again without being destroyed. This can be a vital tactic if the defenders are set and ready to engage and destroy the MCP along the standard path. Deviating from the usual route may allow you to avoid enemy vehicles, turrets, and infantry, possibly long enough to either reach the target area, or at least get closer to it than you would have on the main route.

If the MCP is disabled due to defender fire, it is imperative that the largest threat is eliminated before repairs are attempted. It does little good, and indeed, frequently wastes time to have an Engineer attempting repairs while the MCP is being blasted by a Cyclops, two AVTs, and a Tormentor.

It may *feel* wrong to simply leave the MCP disabled in the line of fire of a bunch of Strogg forces, but until the biggest threats to the MCP are gone, attempting repairs are counter-productive. That isn't to say that in-battle repairs can't be done. Using the MCP as cover and repairing the MCP while it takes light fire from a distance is perfectly effective. Doing so while the MCP is eating Plasma Cannon fire is not.

If there are heavy GDF vehicles at any of the GDF spawn points, bring them forward, even if it means backspawning and a bit of travel time. Similarly, if the Strogg forces require a change in forces, adjust classes to deal with the threat. Medics helping Engineers are handy, but sometimes you need a bunch of Rocket Launchers and some artillery fire to clear the way.

DELIVERY OBJECTIVES

The various delivery Objectives in the game can be completed by any class. Soldiers and Medics tend to be the best carriers, though somewhat less so for the Strogg. The Technician's lowered starting health is a bit of a problem, although tossing Stroyent works just as well as tossing medpacks for a Medic.

Most delivery Objectives require a transmission that takes a few seconds of actively holding the Use button—just long enough to get shot in the back of the head. The delivery Objective for the Strogg on Quarry does not, so in that instance, suicidal tactics work well—even grav-dropping from a Tormentor to zip into the target area. For the GDF transmission Objectives that require delivering a target object to a transmitter and sending data, it is usually a bit harder to get the transmission through safely if there are enemy forces in the area.

One tip: don't stand still while transmitting. You can hold the use button down and strafe around, duck, and generally make yourself a harder target to hit than standing still and making yourself an easy kill.

Just as with Destroy and Construct Objectives, mines planted on the delivery target are a threat. Be sure to save at least one grenade while you're the carrier; you may be the only person who can clear the mines if your escorts go down. And no, you can't use a disguise and carry delivery items to their destination—nice try though.

DEFENSE

Unlike offense, which requires an almost single-minded focus on the Objective, properly (and successfully) defending an Objective demands a different approach. Rather than focusing the entire team on the area around the Objective, it is vital that the defense constantly reacts to the offensive team, and simultaneously puts pressure on them, to dismantle their offense before it can even form.

If the entire defense is set up around the Objective, a single well-organized push can destroy the nearby defenders, and allow the offense to clear the Objective in one attack. The absolute worst case example of this would be during, say, an exterior Jamming Generator defense, where the entire GDF team is taken down by a single Rail Howitzer barrage. You really, really don't want something like this happening.

Instead, you want the most critical classes defending the Objective (usually, this is Engineers, often supported by Medics). Other classes should be working to disrupt, delay, and destroy the offense before it even has a chance to reach the Objective. Because defense is, by its very nature, a reactive task, acquiring information about the offense and responding to it quickly is crucial.

Did the offensive team have a lot of artillery up for the previous Objective, and the next Objective is still out in the open? Better make sure you get AATs up, or disable their artillery pieces.

Does the offense gain access to heavy vehicles upon completing an Objective or securing a new spawn point? If so, you need to have AVTs, Soldiers with Rocket Launchers, and your own vehicles ready to receive them *before* they arrive.

Does the terrain favor offensive snipers, or Soldiers perched in the distance firing with GPMGs? You need to have counter-snipers ready, or your own heavy weapons troops in place to take down the long-range threats efficiently.

The class mix that makes up an effective defense can vary wildly, depending on both the current Objective, which side you are playing, and the skills of your individual players. A handful of Engineers and Medics might form the core of most defenses, but Soldiers and Covert Ops are both quite useful, and even Field Ops can be helpful in specific situations.

Because most early Objectives are designed to favor the offense slightly, it is usually difficult or impossible to stop the offense completely early in a mission. Perfect defense is *very* difficult. This isn't a bad thing however, there is always at *least* one fallback Objective, and usually more (only two missions have two total Objectives, and both of those have the second half split into multiple tasks for the offense).

On defense, the asymmetry between the two armies becomes more apparent. For example: Strogg Spawn Hosts are much easier to utilize on the defense, and more difficult to break through. Similarly, Medic pumped Soldiers walking around with over 120 health can be a real hassle for a Strogg infantry offense to break through.

To defend the Objective itself, figure out what you need most to protect the Objective in the most efficient manner possible—or destroy it, in the case of MCP Objectives! Once the Objective itself has been taken care of, the remainder of the players on the team should be fully dedicated to slowing (or stopping!) the offense.

ROLLING DEFENSE

One important tactic, regardless of the mission, is having the defense swiftly roll back and prepare for the next Objective before the offense gets anywhere near it.

Is the next Objective an MCP stage? Get AVTs up, and have players respawn as Strogg armed with Obliterators. Bring forward heavy vehicles from rear spawns. Plant mines on the MCP's path. Delivery? Set up mines at the delivery item and the delivery target, APTs blocking easy access, and switch to anti-infantry weapons. Get a sniper in position early to cover the delivery item(s) or the delivery location. Set up a Soldier with a GPMG covering the most exposed routes, and plant a big, fat, heavy vehicle near the delivery item. Get up radar coverage to monitor enemy infantry movement.

Whatever the Objective type is, preparing for it *before* the offense is already moving is *always* highly effective. In some cases, it is worthwhile to keep pressure on the offense even after they manage to complete an Objective, but often, realizing when you have lost the current Objective and changing classes and backspawning early to prepare is far more effective than throwing a halfhearted final attack against the offense that is now spawning right on top of the completed Objective area.

ABUSE YOUR VEHICLES!

One substantial advantage that the defenders frequently enjoy against the offensive team on any map is greater access to vehicles during the early Objectives. Each time the offense claims an Objective, they claim previously held territory, destroying any friendly vehicles there, but before this happens, all the defenders' vehicles can be used.

Backspawning to bring forward aircraft and heavy vehicles is important during many early Objectives, so always check the vehicle loadout of a map to determine what vehicles, if any, can be brought forward in a reasonable amount of time.

The difference between an Objective fully covered by turrets, mines, littered with medpacks or Stroyent, and supported by a sniper and a heavy vehicle, and an Objective that has two defenders of the wrong class and several dead teammates from a final attack push is, to put it mildly, substantial. Make the offense fight for every inch of ground, but when it becomes clear that they have won that ground, fall back and prepare the next killing ground for their arrival.

DESTROY

Destroy Objectives require a Soldier (or Aggressor) to plant an H.E. Charge on a target, arm the charge, and wait over half a minute for the charge to detonate—if an Engineer (or Constructor) doesn't disarm the charge first.

Generally, Destroy Objectives are lost for one of two simple reasons: 1) either the entire defending team is respawning, giving enough time for a charge to be planted, armed, and detonate before it can be reached and disarmed, or 2) all available Engineers are dead, and no one is around to revive them in time.

Protecting a Destroy Objective means first preventing Soldiers or Aggressors from getting near it in the first place. APTs, mines, vehicle coverage, radar, and anti-infantry weaponry are all helpful. In addition, having Engineers and Medics on duty to disarm charges (and revive Engineers) is important.

However, your entire defensive team should not consist solely of Engineers and Medics. Because you are likely to be facing at least several Soldiers/Aggressors, their extra health and heavy weapons can make defending their assault quite difficult without assistance.

Your own Soldiers armed with GPMGs (or sometimes, Rocket Launchers) can be an asset. Covert Ops can take up position to snipe Soldiers getting near the target, deploy radar to spot them moving in, and backstab them.

Field Ops are generally the least needed during Destroy Objectives, particularly interior targets (although Oppressors can help somewhat more during interior battles with their Tactical Shields, there are still usually better choices).

While it is quite possible to saturate the area around an exterior Destroy target with artillery, the problem with this is that if a charge *does* get planted, any Engineer in the area is going to have a rather tough time getting near enough to disarm it.

SPAWN HOSTS

Spawn Hosts are a huge defensive boon, as they allow you to potentially create respawn points for the entire Strogg team right on top of the Objective area. This makes it *incredibly* difficult for the GDF to break through, and every time they fail, more Spawn Hosts can be created from the corpses of their failure.

Unless GDF Medics are attentive and removing Spawn Hosts (and sometimes even if they are—bodies aren't always in obvious locations), you can seriously slow down an offense by constantly creating Spawn Hosts.

CONSTRUCT

Construct Objectives require an Engineer or a Constructor to build something. With the notable exception of building a bridge (performed by the GDF in two missions), all Construct targets take a lengthy amount of time to fill up a single build meter. Once filled, the object is constructed, and the Objective is complete. However, construction progress decays after a short time (just under a minute) if no construction is performed again in that time limit. Even the slightest tap resets the decay timer, but if you can hold off enemy Engineers long enough, you can reset their progress completely.

The only notable exception to this is GDF bridge targets. These are built in two steps, and if the first step is completed, it does not decay, making them somewhat harder to defend than a normal Construct Objective.

Since Construction progress cannot be undone by any class, you are free to determine your class makeup based solely on the terrain around the Objective, vehicles present on each side, and personal preferences.

Regardless of which Construct Objective you are defending, check if there are vantage points at a distance overlooking the target that can be covered by a vehicle, sniper, guard tower, or GPMG/Hyperblaster. Defending a Construct Objective up close is challenging, but forcing the offense to deal with a constant threat killing Engineers at a great distance can be a real waste of their time—a boon for the defensive effort.

COMBAT REVIVAL

The GDF have a substantial defensive benefit from their Medics. Not only do they boost the health of the whole GDF team by 5 per Medic (up to 20 maximum), they can also instantly revive a fallen GDF trooper.

These instant revives make Medics very nasty in close infantry support, and in contrast to constantly respawning Strogg, a few Medics can create a chain of constant revives.

Even two well-played Medics can be a tremendous benefit for the defense, reviving each other and any nearby GDF players. Anything short of explosive, high-damage death or intentional killing won't keep GDF troops down for long.

HACK

Similar to Construct Objectives in that they require an extended "build" period, Hack Objectives require a Covert Ops hack a target until a hack completion meter is fully filled. Hack attempts also decay if they are not refreshed by a new Hack attempt within a minute or so.

Defending Hack Objectives is generally identical to a Construct Objective, with one notable exception. Since several Hack targets are Strogg Shield Generators, it is worth mentioning that you can stick mines on both the inside of the "legs" on the Generator, and on the "ceiling" just beside the hackable panels on the Generator. Guaranteed headshots and hard to spot as well!

Because Hack targets require classes that can utilize EMP grenades, be aware that your deployables and vehicles are going to be disabled quite frequently, and factor that into your class decisions, and whether or not you should backspawn to bring up a heavy vehicle.

MCP

Defending against the MCP is actually an offensive operation! You must disable the MCP with heavy weaponry, AVTs, vehicles, or even artillery strikes. The MCP is a GDF only vehicle, so it is always a defensive Objective for the Strogg forces. When you have them, make use of the Cyclops, Tormentor, Desecrator, and even Hog to ram the MCP. While the Icarus can occasionally deal some damage to it, it is usually better to use it to get to a nice high spot and drop rockets down on it from an Obliterator.

Constructors should get AVTs up and ready for the MCP well before it gets close to its deployment zone. Maintaining several AVTs in different areas covering the MCP's potential route makes it almost impossible for the MCP to get by safely, and prevents a single artillery strike from clearing out your turrets.

Aggressors armed with Obliterators are vital if you do not have many (or any) heavy vehicles present. Several Obliterators firing from a distance (preferably concealed in some elevated terrain, or firing from a window or rooftop) can disable the MCP with no other assistance, and once it is disabled, they can maintain their positions, or close to engage Engineers attempting to repair it.

Curiously, it is often easier to 'defend' the MCP if it winds up getting disabled fairly close to its deployment zone. Because the Strogg frontline spawn point is usually located near the MCP's target deployment area, the closer it is when it is disabled, the closer it is to the Strogg spawn point.

Don't forget that you can attach mines (and even Plasma Charges) to the MCP…

DELIVERY

Delivery Objectives are a curious challenge to defend. Frequently, you must make a decision about what to defend: the delivery item or items, or the destination point.

On some missions (Island), it is usually much easier to defend the delivery target than the delivery item. Comparatively, on Outskirts, you can often defend the delivery item itself just as well. In any case, Constructors are often important here, as their mines and APTs can shut down delivery runners. Radar is often critical, as you need to be able to spot the carrier before he gets close to the target.

Some delivery targets require a transmission of the item, which takes several seconds, just time enough to score a last second kill on the carrier.

When a delivery item is dropped, you may not want to immediately return it. If it is dropped in an area not especially close to the delivery target, or in any very strongly held by the defense, wait it out. It eventually returns to its original point, but you can waste extra time by forcing the offense to try to come after it, then returning it.

Against the GDF, expect plenty of Medic and Soldier carriers, so you are going to need heavy anti-infantry weaponry to stop them. Health boosted Medics constantly dropping medpacks while they run are tough to kill, as are Soldiers being supplied while they run.

Against the Strogg, the Technicians slightly lower maximum health makes him a somewhat weaker carrier, and as they cannot perform instant combat revives like Medics, they aren't *quite* as dangerous as carriers. Aggressors still have their boosted starting health however, making them a bit more difficult to take down.

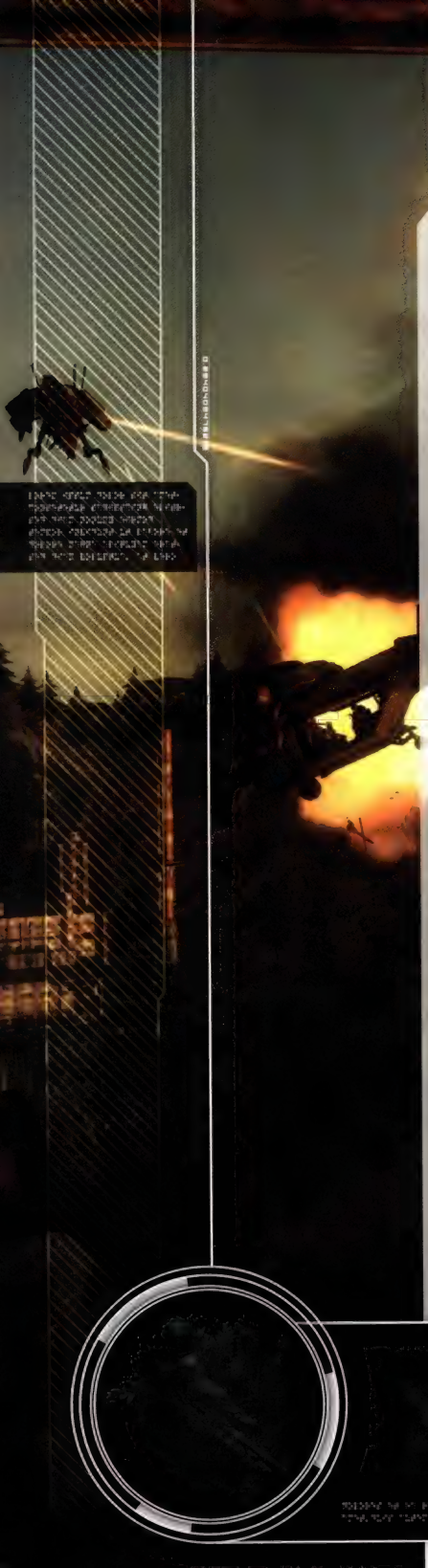
FLOATING DOOM

The Infiltrator's Flyer Drone deserves special mention here, as it is a very powerful defensive tool for almost all Objective types. Especially for Destroy, Construct, and Hack Objectives where a single infantry target must stand near an object for several seconds, they make supremely easy targets for a Flyer Drone.

This is easier even than sniping, as the Drone can move around cover, and is seldom spotted by any but the most alert of GDF players.

Even during MCP and Delivery Objectives, it can be quite helpful. Engineer repairing the MCP, using its bulk to shield himself? No problem for the Flyer Drone. Delivery item being carried out of sight, or in the process of being transmitted? Still no problem.

Constantly use the Flyer Drone every time it recharges. Take down an Objective class each time, and you can greatly aid the defense.



There is persistence in the game. Of course, that persistence doesn't show itself in taking over a region or holding an area. You're going to have to capture the same bases and assault the same Outposts, but that's a good thing.

No, persistence is shown in achievements and rank. You earn achievements by completing tasks. The highest ranking officers in the game are going to be the most well-rounded, those that have spent time using different weapons and classes. This section details the tasks necessary to get medals and achievements, and the ranking order.

Keep in mind the following:

- Completing a single task results in a promotion.
- Completing a group of tasks rewards you a medal.
- It is exponentially harder to obtain medals in a single category, but not impossible to complete some tasks out of order.
- It is exponentially harder to receive promotions.
- You need not complete all the tasks to attain the highest rank.

PERSISTENT ACHIEVEMENTS

ASSAULT ACHIEVEMENTS

MEDAL	TASKS
ASSAULT SHIELD	1: 600 XP Earned as Soldier or Aggressor 2: At least 2 Objectives Completed by Destruction
ASSAULT STAR	1: 3000 XP Earned as Soldier or Aggressor 2: At least 2000 XP Earned with Heavy Weapons 3: At least 20 Objectives Completed by Destruction
ASSAULT WREATH	1: 12,000 XP Earned as Soldier or Aggressor 2: At least 2000 XP Earned with Explosive Charges 3: At least 200 Objectives Completed by Destruction

ENGINEERING ACHIEVEMENTS

MEDAL	TASKS
ENGINEERING SHIELD	1: 600 XP Earned as Engineer or Constructor 2: At least 2 Objectives Completed by Construction
ENGINEERING STAR	1: 3000 XP Earned as Engineer or Constructor 2: At least 2000 XP Earned with Turrets 3: At least 20 Objectives Completed by Construction
ENGINEERING WREATH	1: 12,000 XP Earned as Engineer or Constructor 2: At least 2000 XP Earned with Repair Tools 3: At least 2000 XP Earned with Mines 4: At least 200 Objectives Completed by Construction

LIFE SUPPORT ACHIEVEMENTS

MEDAL	TASKS
LIFE SUPPORT SHIELD	1: 600 XP Earned as Medic/Technician
LIFE SUPPORT STAR	1: 3000 XP Earned as Medic/Technician 2: At least 2000 XP Earned with Health Packs/Strayent Cells
LIFE SUPPORT WREATH	1: 12,000 XP Earned as Medic/Technician 2: At least 2000 XP Earned with GDF Supply Drops 3: At least 2000 XP Earned with Create Spawn Hosts 4: At least 2000 XP Earned with Revives

MILITARY RANKS

ENLISTED RANKS

NO BADGE	1. CONSCRIPT
	2. PRIVATE
	3. PRIVATE FIRST CLASS
	4. LANCE CORPORAL
	5. CORPORAL
	6. SERGEANT
	7. STAFF SERGEANT
	8. GUNNERY SERGEANT
	9. MASTER SERGEANT
	10. FIRST SERGEANT
	11. MASTER CHIEF
	12. SERGEANT MAJOR
	13. ENSIGN

FIELD OFFICERS

	14. THIRD LIEUTENANT
	15. SECOND LIEUTENANT
	16. FIRST LIEUTENANT
	17. CAPTAIN
	18. GROUP CAPTAIN
	19. SENIOR CAPTAIN
	20. LIEUTENANT MAJOR
	21. MAJOR
	22. GROUP MAJOR
	23. LIEUTENANT COMMANDER
	24. COMMANDER
	25. GROUP COMMANDER
	26. LIEUTENANT COLONEL

GENERAL OFFICERS

	27. COLONEL
	28. BRIGADIER
	29. BRIGADIER GENERAL
	30. MAJOR GENERAL
	31. LIEUTENANT GENERAL
	32. GENERAL
	33. COMMANDER GENERAL
	34. FIELD VICE MARSHAL
	35. FIELD MARSHAL
	36. VICE COMMANDER OF THE ARMY
	37. COMMANDER OF THE ARMY
	38. HIGH COMMANDER
	39. SUPREME COMMANDER

SABOTAGE ACHIEVEMENTS

MEDAL	TASKS
SABOTAGE SHIELD	1: 600 XP Earned as Covert Ops/Infiltrator 2: At least 2 Objectives Completed by Hacking
SABOTAGE STAR	1: 3000 XP Earned as Covert Ops/Infiltrator 2: At least 2000 XP Earned with Silenced Weapons 3: At least 20 Objectives Completed by Hacking
SABOTAGE WREATH	1: 12,000 XP Earned as Covert Ops/Infiltrator 2: At least 2000 XP Earned with EMP/Scrambler 3: At least 2000 XP Earned with Third Eye/Flyer Drone 4: At least 2000 XP Earned with Hacking 5: At least 200 Objectives Completed by Hacking

FIRE SUPPORT ACHIEVEMENTS

MEDAL	TASKS
FIRE SUPPORT SHIELD	1: 600 XP Earned as Field Ops/Oppressor
FIRE SUPPORT STAR	1: 3000 XP Earned as Field Ops/Oppressor 2: At least 2000 XP Earned with Fire-Support
FIRE SUPPORT WREATH	1: 12,000 XP Earned as Field Ops/Oppressor 2: At least 2000 XP Earned with GDF Ammunition

SMALL ARMS ACHIEVEMENTS

MEDAL	TASKS
SMALL ARMS SHIELD	1: 200 XP Earned with Assault Rifle/Lacerator 2: 200 XP Earned with Scoped Assault Rifle/Accursed Lacerator 3: 200 XP Earned with Assault Rifle and Grenade Launcher/ Rail Chucker and Grenade
SMALL ARMS STAR	1: 2000 XP Earned with Machine Pistol/Lightning Gun 2: 2000 XP Earned with Shotgun/Nailgun
SMALL ARMS WREATH	1: 2000 XP Earned with Melee/Spikes 2: 2000 XP Earned with Pistol/Blaster

BATTLESENSE ACHIEVEMENTS

MEDAL	TASKS
BATTLESENSE SHIELD	1: 600 XP Earned from Damage Taken & Survived
BATTLESENSE STAR	1: 3000 XP Earned from Damage Dealt & Survived
BATTLESENSE WREATH	1: 12,000 XP Earned from Damage Taken & Dealt, & Survived

VEHICLE ACHIEVEMENTS

MEDAL	TASKS
VEHICLE SHIELD	1: 600 XP Earned with Vehicles 2: At least 1000 Player Kills with Vehicles
VEHICLE STAR	1: 3000 XP Earned with Vehicles 2: At least 1000 Vehicle Kills with Vehicles
VEHICLE WREATH	1: 12,000 XP Earned with Vehicles 2: At least 1000 Deployable Kills with Vehicles

ENEMY TERRITORY: QUAKE WARS™
Official Strategy Guide

Written by Phillip Marcus with contributions by Rick Barba

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I'd like to thank the QA team at Activision for assisting with the final stages of the book, and give a very, very special thanks to Edward Stern and the team at Splash Damage. Ed's advice and commentary were completely invaluable, and without his assistance, I could not have provided such a fine level of detail on the nitty-gritty mechanics that run under the hood of the game.

Quake Wars is a deep and sprawling game, I hope this guide helps you to enjoy its subtleties, and if you're a new player, to get a grip on the big picture well enough to dive in comfortably.

If you have comments about the guide (good or bad!), please send an email to qwguidefeedback@gmail.com

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<1> 1st Digital Infantry, www.1stdigitalinfantry.com

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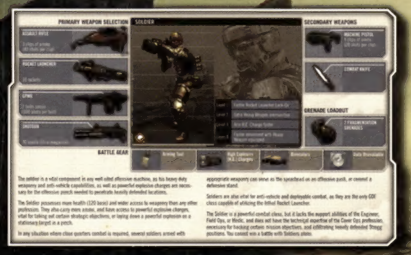

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